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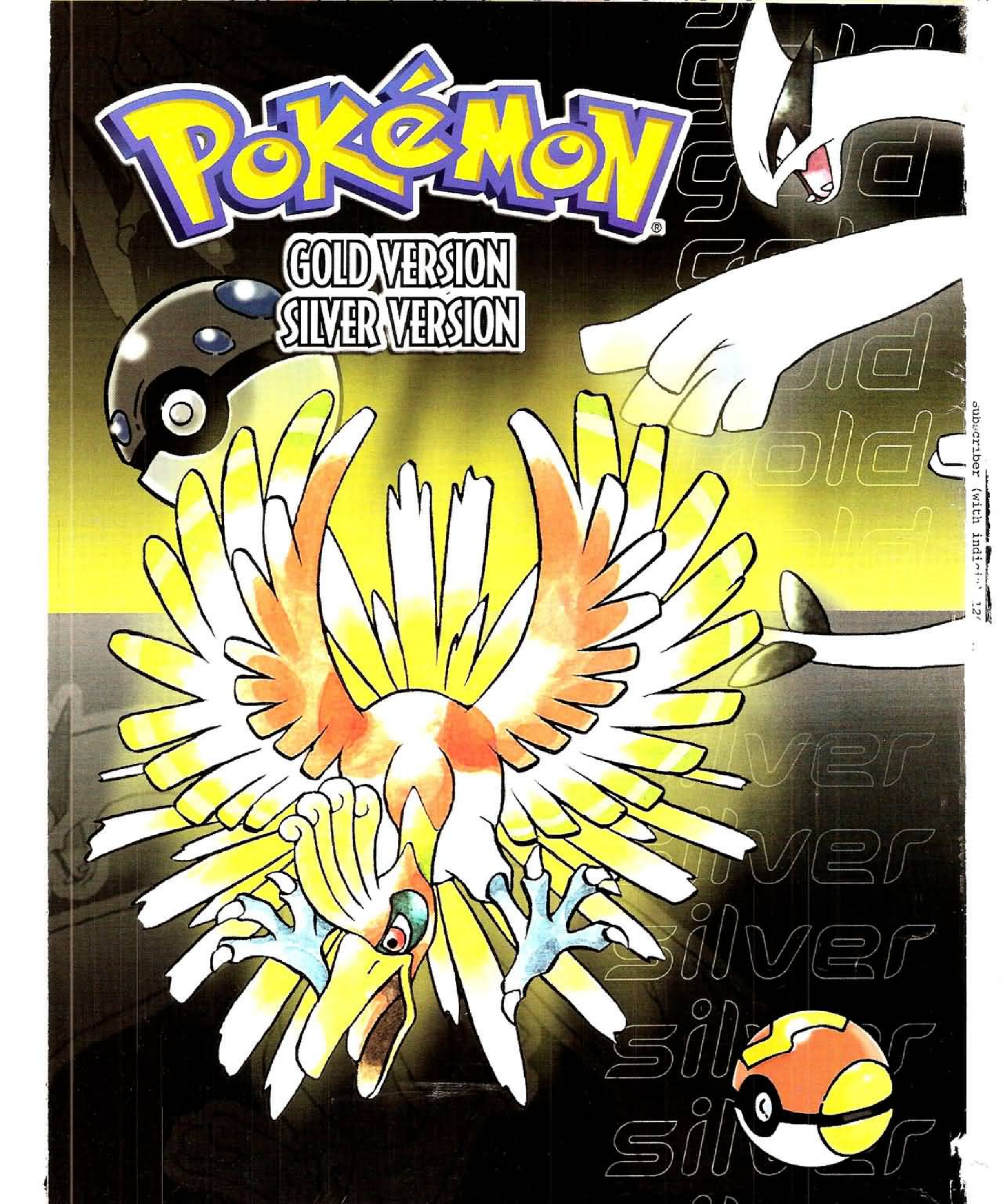
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VOLUME 137


POKéMON
GOLD VERSION
SILVER VERSION



are you ready for some glitter?

to catch up on all the new pokémon... go to the source!



Think you know everything there is to know about Pokémon? This October, **Pokémon® Gold and Silver** versions with **NEW POKéMON** will be here! Now there are daytime *and* night-time Pokémon. Better set your clock, because with all the new faces and features, even a Master Trainer like yourself is gonna need some time and more than a little help.

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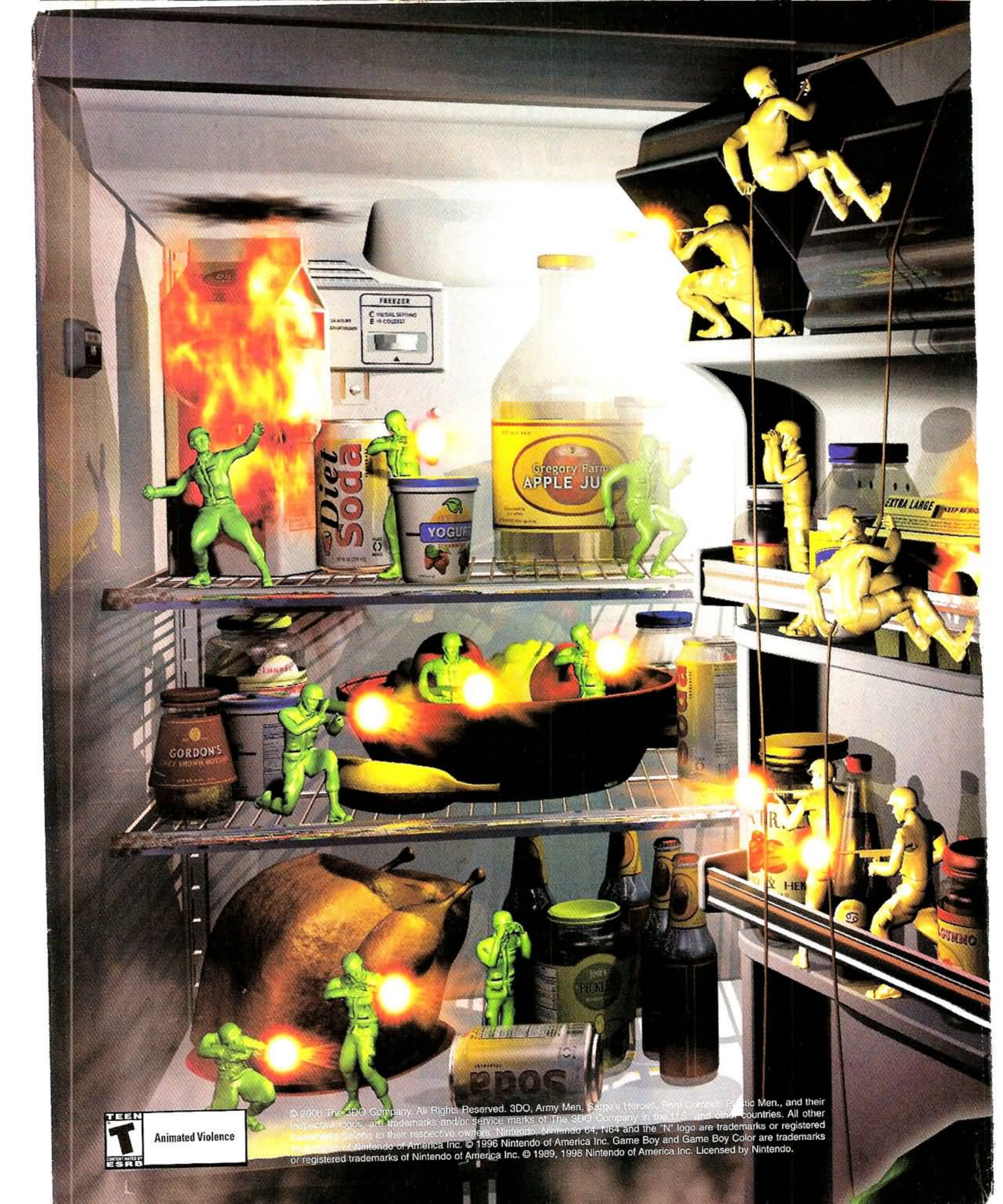
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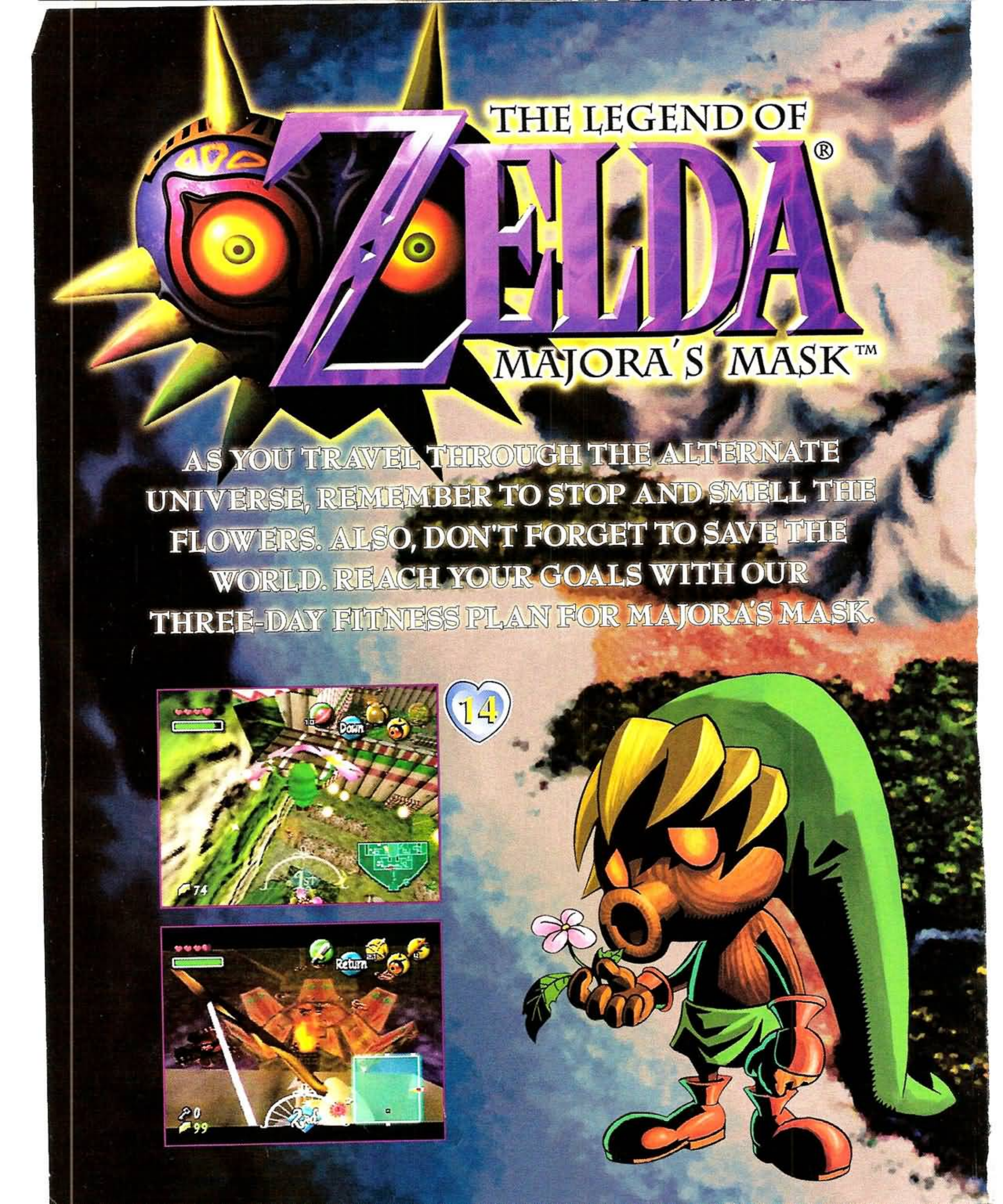
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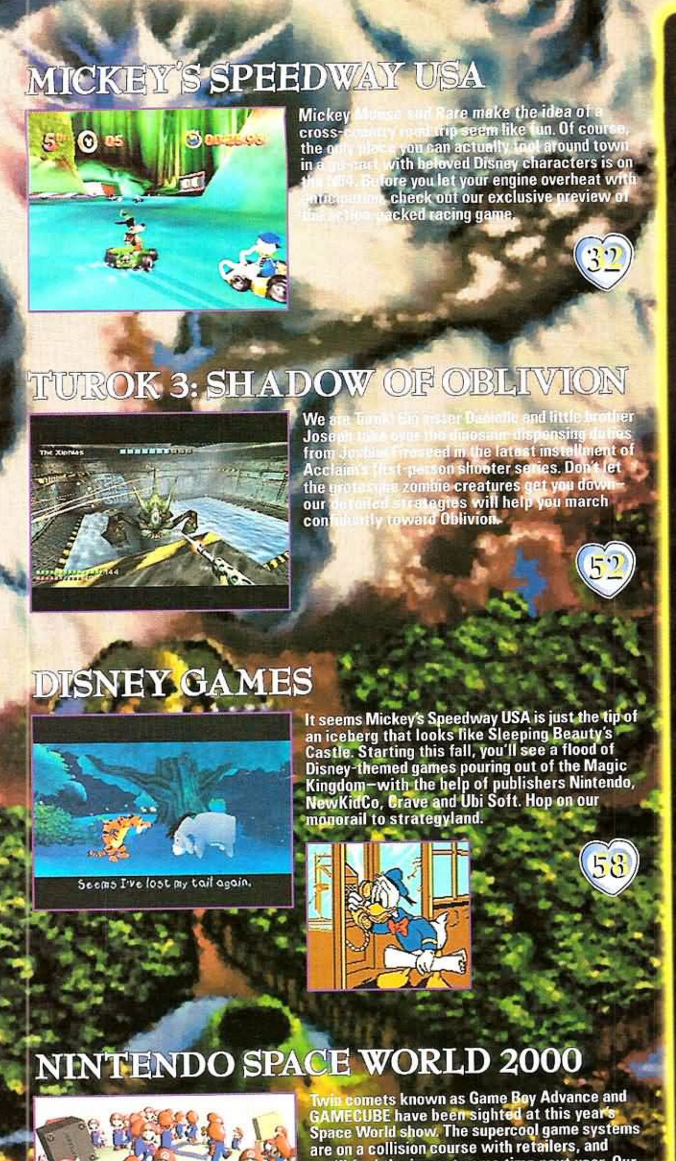
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14
Down
74
Return
99



MICKEY'S SPEEDWAY USA

Mickey Mouse and Rare make the idea of a cross-country road trip seem like fun. Of course, the only place you can actually tool around town in a go-kart with beloved Disney characters is on the N64. Before you let your engine overheat with anticipation, check out our exclusive preview of the action-packed racing game.

32

TUROK 3: SHADOW OF OBLIVION

We are Turok! Big sister Danielle and little brother Joseph take over the dinosaur-dispensing duties from Joshua Fireseed in the latest installment of Acclaim's first-person shooter series. Don't let the grotesque zombie creatures get you down—our detailed strategies will help you march confidently toward Oblivion.

52

DISNEY GAMES

It seems Mickey's Speedway USA is just the tip of an iceberg that looks like Sleeping Beauty's Castle. Starting this fall, you'll see a flood of Disney-themed games pouring out of the Magic Kingdom—with the help of publishers Nintendo, NewKidCo, Crave and Ubi Soft. Hop on our monorail to strategyland.

Seems I've lost my tail again.

58

NINTENDO SPACE WORLD 2000

Twin comets known as Game Boy Advance and GAMECUBE have been sighted at this year's Space World show. The supercool game systems are on a collision course with retailers, and you'll feel the impact some time next year. Our astronomers will help you interpret the first close-up images.

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GAME STRATEGIES

SPECIAL FEATURES

DEPARTMENTS

player's pulse

Hoo-boy! We've got more sidekicks than a Jackie Chan film. Everyone seems to agree that Luigi is the main man—and deserves his own game, hint hint—but we also got some rather surprising suggestions. Link's hookshot? Sure it's useful, but does it count as a sidekick? We'll let you decide.


Danielle Sexton • St. James, Missouri

Massive Side-Kickery

I'd like to say that Luigi is the best overall sidekick. For many years he has always been in Mario's shadow, just like Robin with Batman. Does anyone out there catch my drift?

Adrian Mood
Via the Internet

One word: Natalya. Other than the multiplayer levels in GoldenEye, she's been totally overlooked. With her lethal Cougar Magnum, I say she'd make a pretty good single-player character.

Sam Raudabaugh
Via the Internet

I think Yoshi is the best sidekick, because if you have to eat broccoli (yuck!), Yoshi might like it and eat it for you. Plus you can ride him around.

Justin Molina
Union City, CA

Just keep him away from the ice cream.

I think a good and not-so-loved sidekick is Navi. I know she annoys you sometimes, but she helps Link in a lot of ways, like Z-Targeting. And she knows all the information on enemies.

Robert Armas
Via the Internet

The best sidekick has to be James from Team Rocket. He just sits there and puts up with all of Jessie's hopeless plans to capture Pikachu, and he doesn't even complain!

Nick Poggi
Fresno, CA

I think the best is Watts the Blacksmith from the Secret of Mana. Sure he didn't fight, but he forged all your weapons and you never gave him thanks. I tip my hat to you, Watts!

Alex Breen
Crestwood, KY

Are you kidding? No contest! By far it's Epona from Ocarina of Time. She's better than other horses: She can run faster and jump canyon fences and walls. She always comes when you call her, and doesn't even need a bridle!

Sue Ann Canfield
Chandler, AZ

I think Bowser could be a great sidekick, even though he's a villain. I mean, he's big, strong, and... uh... big.

Huston Jernee
Lincoln, NE

You forgot to mention that he's really big.

The best sidekick in any game has to be Lady Gwaelin from Dragon Warrior. Remember her impassioned pleas of "But thou must!" when the hero expressed problems with commitment? And her obscure talent of locating anything? Well, in relation to her castle.

Kristen Powers
Vienna, VA

All together now... nine to the north, 15 to the west.

What about Elvis from Perfect Dark? What better guy can you have on your side than an alien who makes jokes about the size of his own head?

Damen Williams
Chicago, IL

Bike-Ridin' Fool

I was recently reading some old NP mags, and this caught my eye: a stationary bike that connects to the Super NES! Since I personally feel fat and weak, I thought this would be the coolest thing since pizza! Does it exist? Where can I get it?

D.S.
Via the Internet

The unit you saw is called the Life Fitness Entertainment System. The bike is a LifeCycle 3500, which looks like a big exercycle with a TV screen. It's compatible with only one game, Mountain Bike Rally. The company stopped making them



Michelle Czajkowski • Bloomingdale, New Jersey


Sam McKnight • Parker, Colorado

Background Art: Manny Cavazos • Grayson, Louisiana



Alex Byrd • Hatboro, Pennsylvania

about five years ago, but we found one on the Internet for the low, low price of $799.00. Ack!

Maybe He Should Be Called Wachoo

I just finished reading volume 135 and realized that on page 16 it seems Wario is picking his nose. Frankly, I'm concerned that he's pulling out his brain. Could you please get him some help?

CJ McNeely
Antelope, CA

That's snot a very nice thing to say, CJ.

It's noot a dress, laad, it's a kilt!

I was wondering why no one in the Zelda games ever notices how strange our hero is? He's wielding a shiny sword, carrying a shield bigger than he is, and strangest of all, he isn't wearing any pants! You would think a person like that would turn a few heads.

Scott Mahon
Beaverton, OR

You'd think so. Then again, Mario Kart 64 has a giant monkey with a drivers license, so maybe not.

Game Boys For All!

My brother is only seven, and he has a Game Boy. I like to play, too, but he doesn't let me because he says Game Boys are for boys not for girls. Could you make a Game Girl so I can play too?

Hayley McSurley
London, OH

Hayley, you tell your brother that Game Boys are for EVERYONE, boys and girls alike. Then beat him over and over at your favorite Game Boy game until he agrees.

More Zelda?

I've heard of other Legend of Zelda games, like the Wand of Gamelon, which were for a system called the CD-i. What were those games?

Carl Sciacchitano
Via the Internet

Holy antiquity! Nintendo didn't make the Wand of Gamelon, but it did license the product. The CD-i was a system made by Phillips in the early 1990's that was supposed to be an all-in-one home entertainment system, but it proved to be largely unpopular and has all but disappeared. Maybe you can get one from whoever has the Life Fitness Bike.



Jessia Peterse • Des Moines, Iowa



Jon Stefaniak • Saltsburg, Pennsylvania

We're Never Going Outside Again

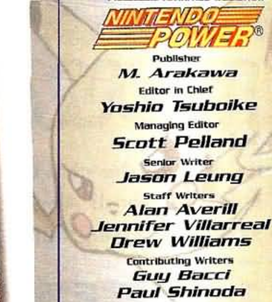
I was watching a show on insects that featured a scientist who went to South America in search of, get this, a Weedle! Apparently a Weedle is actually a form of Bot Fly, a critter that lands on other insects and lays eggs on their head. They burrow under the skin, then three weeks later the fully developed Weedle pops out and flies away. If that were a Pokémon move it would be a lot more irritating than any poison or sleep attack.

Dan Tiedeman
White Rock, BC

Um... Dan? That's really gross.

Separated at Birth?

Am I the only one who notices the uncanny resemblance of Kirby and Jigglypuff? Are they brothers? Was Kirby sent to Switzerland and cloned by scientists? Are they





VOLUME 137-OCTOBER 2000
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power charts

Perfect Dark is stealthily creeping its way up the charts, coming within striking distance of the top three. Will this be the end, Mr. Bond? And what happened to all the motorcycle games from last month? Was it a passing fancy or a vast conspiracy of the Motocross Industrial Complex?

NINTENDO 64 TOP 20



It's supereffective! There's nothing like putting the smack down on your buddy's entire Pokémon team in glorious 3-D, as Stadium's impressive first place showing demonstrates. The pink one, Kirby, makes a respectable debut this month, landing in the top ten.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON STADIUM	NINTENDO	5	5
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	22
3	GOLDENEYE 007	NINTENDO	1	46
4	PERFECT DARK	RARE	6	2
5	SUPER SMASH BROS.	NINTENDO	7	16
6	TONY HAWK'S PRO SKATER	ACTIVISION	4	4
7	DONKEY KONG 64	NINTENDO	8	7
8	POKéMON SNAP	NINTENDO	—	13
9	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	—	1
10	HARVEST MOON 64	NATSUME	11	7
11	WWF WRESTLEMANIA 2000	THQ	9	7
12	BANJO-KAZOOIE	RARE	16	26
13	MARIO PARTY 2	NINTENDO	14	3
14	JET FORCE GEMINI	RARE	10	10
15	SUPER MARIO 64	NINTENDO	—	48
16	MARIO KART 64	NINTENDO	—	44
17	EXCITEBIKE 64	NINTENDO	3	2
18	STAR WARS: ROGUE SQUADRON	LUCASARTS	20	20
19	MARIO PARTY	NINTENDO	—	18
20	GAUNTLET LEGENDS	MIDWAY	—	8

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)

Suspicious kids I don't allow in!

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON TRADING CARD GAME

DR. MASON
HEY, SAM!
PLAY WITH HIM FOR A WHILE!

Because of space restrictions, we can't print the vote count, but let us tell you—it wasn't even CLOSE! It seems the reign of Pokémon can't be stopped, and it's only going to grow with the arrival of Gold and Silver. Also note that Harvest Moon GB made it on the charts—that should please the Harvest Moon Fan Club members who wrote in to Player's Pulse this month.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	23
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	90
3	POKéMON TRADING CARD GAME	NINTENDO	3	4
4	POKéMON PINBALL	NINTENDO	4	13
5	JAMES BOND 007	NINTENDO	5	30
6	SUPER MARIO BROS. DX	NINTENDO	7	9
7	KIRBY'S DREAM LAND 2	NINTENDO	—	58
8	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	9	92
9	DONKEY KONG LAND	NINTENDO	—	62
10	HARVEST MOON GB	NATSUME	—	13

MOST WANTED

1. DOLPHIN
2. POKéMON GOLD & SILVER (GAME BOY)
3. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
4. BANJO-TOOIE (N64)
5. ZELDA: TRIFORCE SERIES (GAME BOY)
6. GAME BOY ADVANCE
7. HEY YOU, PIKACHU! (N64)
8. MEGA MAN 64 (N64)
9. EARTHBOUND 64 (N64)
10. POKéMON PUZZLE LEAGUE (N64)

related at all? Do I have too many question marks?

Randy Styre
Flint, MI

No. No. No. No. Yes.

Contorted Conversations

I think Navi and Donkey Kong will meet in a game. This will be their conversation:
Navi: Listen! Look!
DK: Oo, eee, eee, OO!
Navi: C'mon, be brave!
DK: Oo, ooo, eee, OO, EEE!

Jessi Z.
New Philadelphia, OH

As long as Pikachu stays far, far away.

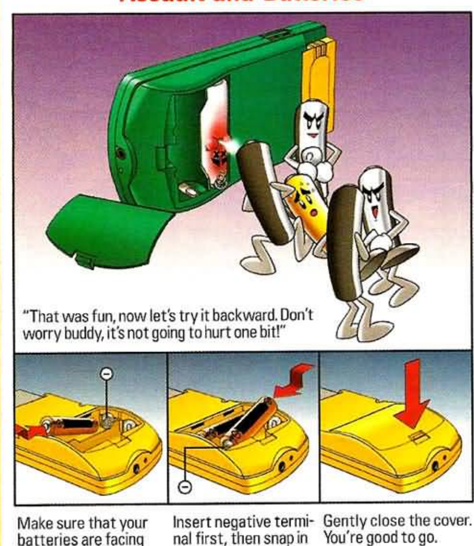
We ALL Love Mr. Miyamoto

I am a big fan of Mr. Miyamoto, but when I talk about him to my brother he starts chanting "You love Miyamoto, you love Miyamoto." I don't love him. I just admire his games.

Mary Atkins
Columbia, SC

There's nothing wrong with loving the greatest game designer in the world. In fact, we often chant "We love Miyamoto" whenever we're playing Zelda.

Assault and Batteries



Grrrrl Power

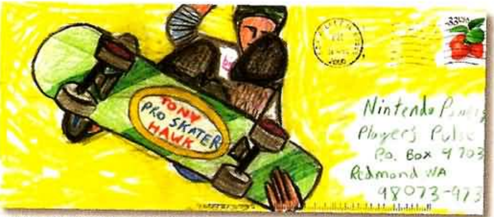
We want you to explain that Harvest Moon for the N64 rules!! And for us girls it would beat a wrestling game any day. So if you could please explain this to the whole world, we would appreciate it.

Molly, Amanda, Tiff & Sonya
aka Harvest Moon Fan Club

Ahem... attention world! Harvest Moon 64 rules! If you want proof, check the Power Charts. Number ten and climbing.



Anthony Castanza • West Seneca, New York



Victoria Martin • Naperville, Illinois

WRITE AWAY RIGHT AWAY!

GAMECUBE! Game Boy Advance! The future is here, and we're as excited as a dog in a bone store. Take a look at the Space World article in this month's issue and let us know what you think! Is Game Boy Advance a small step for gamekind, or a large one? Do the GAMECUBE screen shots leave you screaming or snoozing? And what types of games would you like to see for the new systems?

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WE ARE EXPERIENCING TECHNICAL DIFFICULTIES. PLEASE STAND BY...

Ladies and gentlemen, nintendo.com is online and functional. There is no truth, we repeat, no truth to the rumors regarding the end of the world. There is, however, a load of information on Pokémon Gold and Silver and some kid named Link...





Are you reading the final issue of Nintendo Power? Frankly, we're just as concerned as the rest of you, and the incoming news looks grim. We can only hope that the search for The One is successful.

radiozelda.com

We've received a number of letters from astute Nintendo Power readers regarding two new websites that have sprung up recently. The first site, located at z-science.com, claims to have discovered a parallel universe. The excitement generated by such an astounding discovery has been tempered, however, by the knowledge that the parallel dimension contains a gigantic moon that is on a direct collision course with their Earth. The other site, radiozelda.com, contains audio and video news briefings regarding the parallel dimension, its wayward moon, and what effects that will have on us earthlings. According to Radio Zelda, anything that happens over there will also happen here, resulting in a lot of canceled vacation plans come November—unless a savior, known only as The One, can be found in time. While Nintendo is listed as a supporter of Z-science, this reporter was unable to discover the significance of the sponsorship. Keep a close eye on both sites, as events promise to become even stranger in the days and weeks ahead.

GOLD & SILVER



Not to be confused with the precious metals of the same name, our Gold and Silver websites will contain items even more valuable to up-and-coming trainers.

Pokemongold.com Pokemonsilver.com

Even the threat of doomsday isn't enough to stop die-hard Poké fanatics from drooling over the arrival of two new sites dedicated to Pokémon Gold and Silver. Visitors to the sites will be able to navigate using a brand-new Pokémon map, as well as capture pictures of new Pokémon. New pictures will be released regularly, so the more you visit, the better chance you'll have of catching 'em all. These pictures can then be downloaded to your desktop, used as wallpaper, traded with friends, or just plain hoarded like gold nuggets. Of course, the sites will also be chock-full of tidbits and trivia on all the characters as well as lots of in-depth strategy to help you become a true Pokémaster. We're even setting up message boards so you can exchange information with other trainers worldwide. The board will be moderated, however, so please don't try posting any get-rich quick schemes or using unpleasant language.

QUICK BYTES



Enjoy hours of crazy fun with the brain-teasing Pokémon Puzzle League. Nintendo's exclusive Puzzle League site will have stats on all the Pokémon in the game, as well as an option to create your own mind-bending puzzle and send it to friends. Once your friends receive the puzzle, they can take advantage of Pokémon Puzzle League's custom puzzle mode, reconstruct it in their own copy of the game, and spend hours trying to solve it. Of course, if your friends have been checking the site on their own, they're probably so loaded down with tips and strategies that they'll solve it no time.





Expect detailed reviews and movie clips of all the following N64 titles: Majora's Mask, The World Is Not Enough, Army Men 2: Sarge's Heroes 2 and Mickey's Speedway USA. Also look for updates on the ground-breaking Japanese shooter Sin & Punishment.



Don't forget your entries for the Pokémon Gold and Silver pre-sell contest—you have until November 15th to enter! Additionally, through October 15th, there will be dozens of daily winners who'll get Poké merchandise and the grand prize winner will receive a $20,000 college scholarship, as well as $1,000 worth of great Pokémon merchandise.



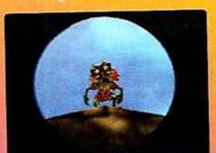
You've seen her fall down the rabbit hole, now watch her stumble into the depths of your GBC. Alice in Wonderland, Disney's newest game for the GBC, will soon have its own website— complete with screen shots, background story, and of course, all the amazing tricks our game counselors can discover.

POKÉ KARAOKE

What's the musical sensation that's taking the dance this October? It's Poké Karaoke, and it's both the Gold and Silver websites. Lay down a phat beat, then intermingle the grunts, laughs and other various noises of your favorite Pokémon. When you're finished, loop the sample, add some melodies, and you're on your way to a well-deserved Grammy Award.

THE ONE

Z-science.com is leading the search for The One, a gamer with a genetic code so rare that he—or she—can use a secret invention to interact with the newly discovered parallel universe and (hopefully) stop the incoming moon in its tracks. You can check the Z-science site to see if you are indeed The One, and once we narrow the field down, you'll even be able to peruse the list of candidates and cast your vote for our planet's next hero.



NINTENDO WEBSITE LIST

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rogue.nintendo.com (Star Wars: Rogue Squadron)
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NEW SITES:
pokemongold.com
pokemonpuzzleleauge.com
pokemonsilver.com
radiozelda.com





IF GREAT GAMES COME ONCE IN A BLUE MOON, THEN THAT MOON IS COMING IN FAST. AND IT'S HURTLING STRAIGHT INTO LINK'S WORLD IN HIS MOST FRANTIC ODYSSEY YET.

EVERYONE E CONTENT RATED BY ESRB

THE LEGEND OF ZELDA® MAJORA'S MASK™

©2000 Nintendo

An instant classic of a sequel, Majora's Mask offers everything that The Legend of Zelda: Ocarina of Time boasted and more. This time around, Link sets out to find a trouble-making Skull Kid who's spreading ruin in a parallel world. In three days, the moon will crash into the world, and it's all because of the cursed mask that the Skull Kid wears. Using the time-traveling powers of his ocarina and the shape-shifting magic of some enchanted masks, Link must relive the three days leading up to the lunar landing until he can undo Majora's evil effects and untangle the course of events that are provoking doomsday. This month, learn to live through the first dungeon. And make sure you have an N64 Expansion Pak—without one, you won't be able to play the game at all.

EXPANSION PAK REQUIRED







TIME AND AGAIN

The game spans a three-day period. Playing as Link or the other characters he masquerades as, you must help as many townspeople and fight through as many dungeons as you can before the end of Day 3. Before it arrives, you must travel back in time to relive the 72-hour cycle and change fate even more.



Though Princess Zelda makes only a fleeting cameo, the ocarina she gave Link in the previous game plays a major role. Use it to give the three-day cycle of adventuring another go-round.

RACING AGAINST TIME



Once Link enters the doomed city of Clock Town, the 72-hour countdown will begin. One hour of game time equals one minute of real time, and you'll be able to slow the hands of time. Plus, the game clock stops when menus, text or cinema scenes are on screen.

DAILY ROUTINES



The parallel world is populated by characters with daily schedules that will change depending on what you do. Some items you win by helping characters will become permanent parts of your inventory, so when you return to Day 1 and all events reset, you won't have to help them again.

SOME THINGS LAST FOREVER





Link is on the go 24 hours a day. And like in the real world, things are happening at all times of day. Different characters will appear in different places at different times and on different days, so you'll have to revisit many areas over the course of your 72-hour stay.

TO ANOTHER WORLD

The adventure begins months after Link completed his quest in Ocarina of Time. Riding Epona through the Lost Woods to find Navi, Link is waylaid by the Skull Kid and his pair of pixie partners. The trio makes off with his horse and ocarina, so Link chases after them—right into another one of the Skull Kid's traps.





Majora's Mask has possessed the Skull Kid and is making the prankster even more mischievous than before. Using the powers of the evil mask, the Skull Kid casts a spell on Link.

THE DEKU SCRUB SNUB

Pulling a reverse Pinnochio, the Skull Kid changes Link the plant-boy into Link the wooden boy. Trapped in the body of a plant-like Deku Scrub, Link must cope with his new powers and limitations while trying to find a way to return to his old self.



SPIN ATTACK



The A Button controls the Deku Scrub's spin attack. The move enables you to twirl into a whirlwind that can whip any enemy caught in your radius.

FLOWER JUMP





As the Deku Scrub, you'll have limited powers of flight. To use them, stand on a Deku Flower, then press and hold A. Once you've burrowed into the flower's bud and a puff of pollen pops out, release A to rocket into the air and hover with your petal props. If you hit B while in midair, you can drop Deku Nut bombs.

CLOCK TOWN

In pursuit of the Skull Kid, Link travels through a portal leading to Clock Town. Located in the center of a parallel world overwhelmed by Majora's evil-doing, the town is filled with people who resemble folks he's met around Hyrule, yet they are entirely different characters.



In Clock Town, Link the Deku Scrub meets the Happy Mask salesman who offers to restore him to his former self if Link can reclaim the ocarina that the Skull Kid stole.

ON THE TOWN

Plagued by the Skull Kid's ill will, the people in town and the surrounding areas have had their personal lives turned upside-down. Link must help them in addition to exploring the dungeons outside of town. Link's predicament takes precedence, though.



The townspeople are could-have-beens with unfortunate fates. Your job is to change the courses of their criss-crossing lives, which unfold differently depending on how you live each 72-hour cycle of adventuring. Before you help them out, find your ocarina.

Tingle the fairy (pictured left) sells maps in North Clock Town. Once you have magic power and some Rupees, you'll be able to buy a map to help you figure out the lay of the land.

THE FAIRY'S MAGIC



In North Clock Town, enter the cave by the fenced-off area to reach the Fairy's Fountain. Inside, the fairies will ask you to locate the Stray Fairy that will enable them to unite into the Great Fairy. Find the missing pixie and return it to the fountain.

FINDING THE FAIRY



During the day, the Stray Fairy will float above the stream at the Laundry Pool in the southwest corner of town. Skip across the water to rescue it, but don't hop on the water more than five times in a row or you'll drown.



Everyone has varying schedules in the game. At night, between 6:00 p.m. and 6:00 a.m., the Stray Fairy will be in East Clock Town's courtyard. Use the nearby Deku Flower to hover over to it.

Collect four Pieces of Heart to add a new Heart Container to your life meter. One piece is in a tree, but you won't be able to get it until you're Link.

CLOCK TOWN

To Termina Field

To Termina Field

To Termina Field

1 2 3 4 5 6 7



MAGIC POWER



When you return the Stray Fairy to the Fairy's Fountain in North Clock Town, the Great Fairy will be able to heal herself. As a reward, she'll grant you the power of magic that will enable you to shoot bubbles from your Deku snout.



THE BOMBERS GANG

A gang of do-gooders, the Bombers patrol the streets of Clock Town in search of troubled people they can help. Though they won't let you join their gang, they'll give you the code that gets you into their hideout. Visit the gang leader, Jim, in North Clock Town to learn it.

POP GOES THE BALLOON



In North Clock Town, the Bombers leader, Jim, is having trouble shooting down a balloon with his blowgun. Show him how it's done by pressing B to aim at it, then use B to fire a bubble.

HIDE-AND-SEEK



If you find all five Bombers before sunrise, you'll earn the code that gets you into their hideout. The map on page 16 shows their hiding spots. The sneakiest kids are on East Clock Town's rooftops, and they might hide under a crate if you chase them.

THE ASTRAL OBSERVATORY

Tell the code to the Bomber guarding the alleyway in East Clock Town so you can enter the hideout. Follow the passageway, then shoot down the balloon when you reach the ladder. Climb it to enter the Astral Observatory, where you'll be able to spy on the Skull Kid.



THE MOON'S TEAR



Using the telescope, look at the top of the clock tower. When you zoom in on the Skull Kid, a jewel called a Moon Tear will fall from the moon. Exit through the nearby door to collect the prize.

THE FINAL HOUR

On the roof of the clock tower, the Skull Kid awaits the arrival of the falling moon. At the stroke of midnight, the town's Carnival of Time will begin and the clock tower's door will open. The door leads to the roof, so be there by 12:00 a.m. for your chance to confront the Skull Kid.

LAND TITLE DEED



To reach the clock tower's deck where the door is, you must use the nearby Deku Flower. The Deku Scrub who owns it will give you the Land Title Deed that grants you ownership of the flower if you give him a Moon's Tear. Make the deal, then fly to the door and enter it at midnight.



MIDNIGHT, DAY 3

When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina, and when you pick it up, you'll be reminded of Princess Zelda and the Song of Time. Equip your ocarina, then play the song from your flashback.



THE DEKU MASK



When you return to Day 1, all events will reset. The one difference is that you'll have the ocarina in your inventory. If you show it to the mask salesman, he'll return you to normal and change your Deku body into a mask.



BACK IN TIME



Once the mask salesman turns you back into Link, you'll be able to don the Deku Mask to assume your Deku Scrub alter ego. Before you do that, rescue the Stray Fairy again to receive the Great Fairy's Mask, then slash the South Clock Town's owl statue with your sword. By doing so, you'll leave the "proof" of your encounter that will turn the statue into a warp point.



At West Clock Town's Trading Post, the scarecrow will teach you two variations of the Song of Time. Whenever you restart at Day 1, play the Inverted Song of Time you learn from him.

GOING SOUTH

If you're Link, the guards will let you leave town. Take the south exit and walk straight ahead to reach your next stop, the Southern Swamp. On your way, your new fairy companion, Tatl, will be reminded of her former friend, the Skull Kid, and reveal his story.



WOODFALL

To Termina Field

To Woods of Mystery

As Link, trade the Land Title Deed to the Scrub. Use the flower he gives you to fly to the rooftop heart piece.

Win a heart piece by submitting a full-body snapshot of the Deku King or Tingle in the pictograph contest.

To Deku Palace

To Woodfall Temple pg. 20

To Deku Palace

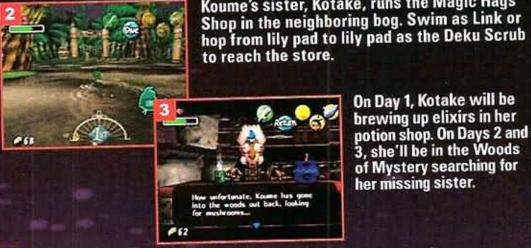


TOURIST INFORMATION



In the Southern Swamp's Tourist Information hut, you'd be able to buy tickets for the boat cruise if the manager, Koume, weren't missing. Only by riding her boat will you be able to venture deeper into the wetlands, so explore the area for clues to her whereabouts.

MAGIC HAGS' POTION SHOP



Koume's sister, Kotake, runs the Magic Hags' Shop in the neighboring bog. Swim as Link or hop from lily pad to lily pad as the Deku Scrub to reach the store.

On Day 1, Kotake will be brewing up elixirs in her potion shop. On Days 2 and 3, she'll be in the Woods of Mystery searching for her missing sister.

MONKEYS AND MAZES



Enter the labyrinthine Woods of Mystery, then follow the monkey that will lead you to Koume. The correct path changes every day, so follow the appropriate one mapped below. When you find the hag, revisit Kotake to receive a potion, then deliver it to Koume.



THE BOAT CRUISE

After you give wounded Koume the potion, she'll return to Tourist Information to run the boat cruise. She'll give you a free cruise if you stop by, and the boat will take you to the Deku Palace where you must clear the name of a monkey wrongly accused of kidnapping.



Enter the palace to inquire about the Deku King's monkey prisoner, then leave the royal chamber. On your way out, the monkey's brother will swing by and tell you that you must find magic beans and use them to enter his brother's prison cell.

DEKU PALACE

To Woodfall

To Woodfall

MAGIC BEANS SHOP



The man who sells the magic beans you need runs his business out of a hole beneath the kingdom's Inner Palace Garden. Sneak through the east half of the garden to find the hole, making sure that the guards don't see you. If you try it at night, you'll be able to see the guards' line of sight.



Buy the beans from the man in the hole, then use the bottle you got from Koume to scoop up water from the other end of the grotto. The beans won't grow unless you water them, so you'll need to pour a container of clean water on them to make the seeds bloom.

OUTER PALACE GARDEN



By crossing the floating platforms above the garden, you'll be able to enter the monkey's cell. Reach new heights by hopping to point 8 on the map. Plant the beans in the square patch of soft soil, water them, then hop on as Link to ride the plant to the upper level.

MONKEY TROUBLE



When you reach the imprisoned monkey, he'll tell you about Woodfall Temple and how the Deku Princess is trapped there. He knows of a song that can get you into the ancient lair, so show him a musical instrument. Since it has to be something loud, don your Deku Mask and whip out your Deku Pipes. When he sees them, he'll teach you the Sonata of Awakening.

SONATA OF AWAKENING



The Sonata of Awakening is your ticket into Woodfall Temple. The monkey won't teach it to you if you show him your ocarina. Only as a Deku Pipe-playing Scrub will you be able to get the song out of the simian.

WOODFALL TEMPLE

After you learn the Sonata of Awakening and the king tosses you out of his kingdom, hop across the lily pads to the ledge at the southeastern section of the swamp. Work your way to the waterfall. There, you'll meet Kaepora Gaebora, the owl who'll teach you the Song of Soaring. If you play the melody, the notes will lift you up and warp you to any owl statue you've activated.







In Woodfall, cross the planks and hover until you reach the Deku altar. As the Deku Scrub, stand on the platform and play the Sonata of Awakening.

WOODFALL TEMPLE



STRAY FAIRIES



In Woodfall, and all other dungeons, you must collect the 15 Stray Fairies that are lost in the temple. If you wear the Great Fairy's Mask, Stray Fairies will fly to you if they're not trapped. Refer to the map to find the fairies, then return all 15 of them to the Fairy's Fountain near the Deku altar.

FLOWER POWER

As the Scrub, hop into a Deku Flower and fly from flower to flower to reach the exit at the other end of the room. To capture the local fairies, wear the Great Fairy's Mask to attract the one hovering in the middle of the room. Open the treasure chest to find the other.

DUNGEON KEY



Skip across the water to reach the Deku Flower in the middle of the room. Burrow into it, then launch into the air to hover to the platform where the treasure chest is. Open it to find the key you'll need to unlock the barred door that's near point 9.

TURTLE WHACKS



To win the dungeon map, you must first defeat all of the Snapper turtles. Their hard shells protect them, but their undersides are vulnerable. As the Deku Scrub, dive into a Deku Flower, then spring up when a Snapper steps over it so you can hit its weak belly.

PLAYING WITH FIRE



Lighting unlit braziers will often open up new areas. To enter the locked room where the compass is, move the block out of your way so you that have a clear path from the lighted brazier to the unlighted one at 4. As Link, touch a Deku Stick to the brazier's flame, then use your torch to ignite the other brazier.



Using the torch at the foot of the stairs, light a Deku Stick so you can ignite the top floor's brazier. Upstairs, light another Deku Stick on fire, then jump to the floating platform. Leap to the cobweb-covered doorway, then torch the webs to reach the stairwell.

HERO'S BOW



To win the Hero's Bow, you must defeat the Dinofols. Though it looks threatening, the lizard will take a fall after two hits. Lock onto it by hitting Z, then slash it twice to claim your new weapon. The bow you'll win requires arrows, and you'll be able to find them by slashing pots and bushes.

FINDING THE BOSS KEY

Stand on the Deku Flower island and aim your bow at the eyeball switch. Put the eye out to make the island float up and down. When the island reaches its highest point, spring out of its flower to soar to the high door that leads to the Boss Key.



Behind the door, defeat the Snapper-riding frog. As the Scrub, knock the amphibian off its ride by rocketing into the turtle's underside when it scurries over your flower launchpad. As Link, shoot arrows when the frog escapes to the ceiling by foot.

OPENING THE WOODEN FLOWER



After you've pocketed the Boss Key, return to the wooden flower at point 9. An unlit brazier sits in its center. Light it by aiming your bow at the upper deck's flaming brazier and shooting an arrow through the flame to the flower's brazier. If you hit it, the flower will rise and spin.



If you light the brazier at 10, the locked door leading to room 11 will open. To pull off the feat, stand by the wooden flower's brazier and aim your arrow at 10. When the flower's flame eventually rotates into your sights, let your arrow fly.

ENTERING THE BOSS ROOM



As a Deku Scrub, fly to the second-floor alcove on the right. Remove the Deku Mask, then launch an arrow at the crystal switch in front of you. A direct hit will snuff the flames engulfing the Deku Flower across the way. Once the fire's out, quickly fly to the flower and use it to reach 12's doorstep.

BATTLING ODOLWA

In room 12 lurks the masked jungle warrior, Odolwa. The towering swordsman will slash you if you get close, so fire arrows at him to keep him at bay. When he chases you, pick bombs from the bomb flowers growing on the perimeter of the arena and throw their explosive fruits at him and his creepy-crawly swarm of lackeys. With Odolwa's defeat, you'll earn his remains and a Piece of Heart and cause a blue shaft of light to appear. Enter it to warp to room 13, where the Deku Princess is locked up.

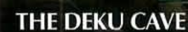




ROYALTY AND RACING

Slash the vines that cover the doorway to 13, then put the Deku Princess in a bottle so you can transport her to the palace. If you release her in front of the king, she'll be able to clear the accused monkey's name.

THE DEKU CAVE





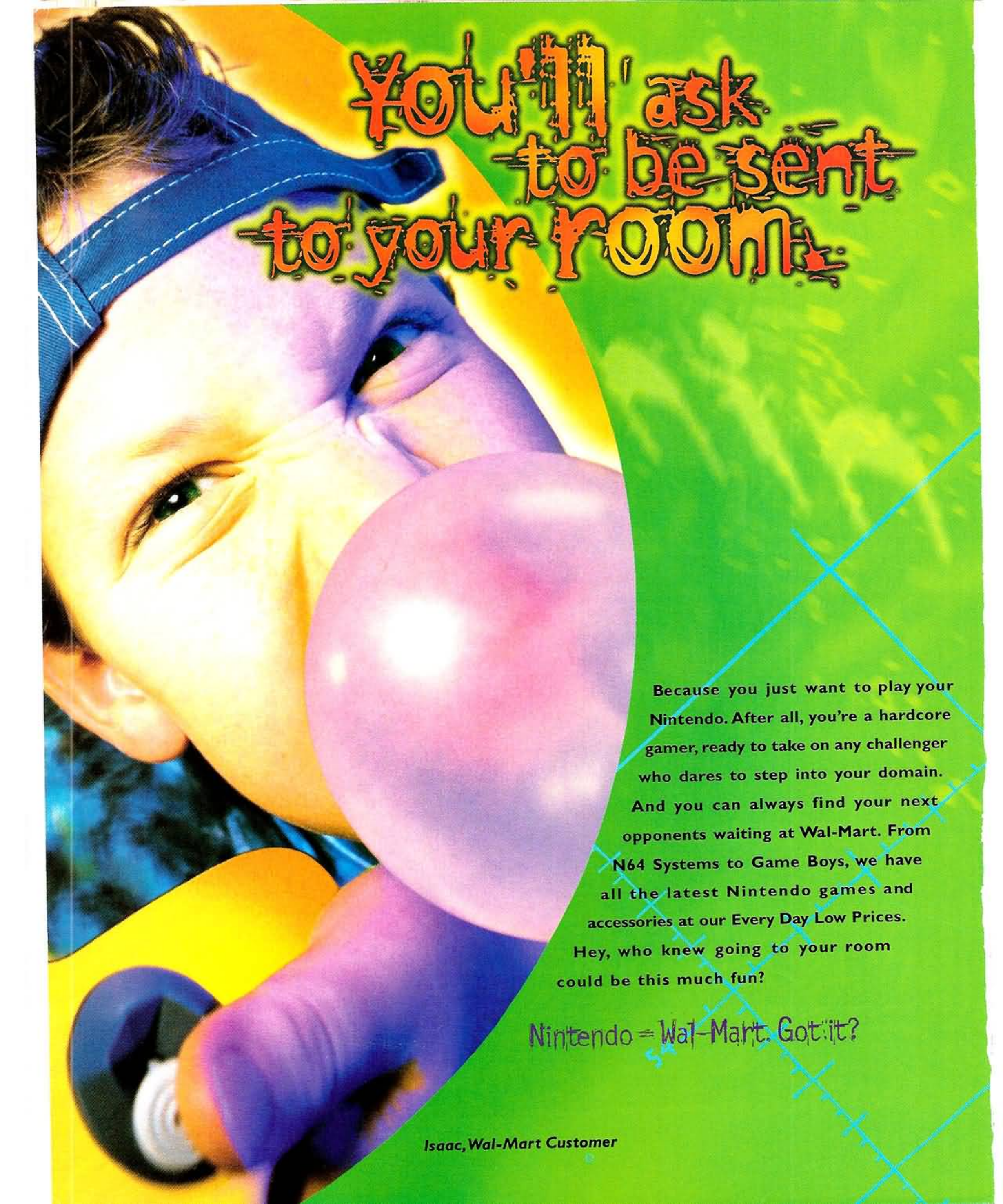
Once peace is restored among the simians and Scrubs, you'll be able to race the Deku butler for your reward, the Mask of Scents. Visit him in the cave in the northwestern area outside the palace walls to compete.

DAY IN, DAY OUT

If everything went according to schedule, your 72 hours of adventuring should almost be up. Warp back to town so you can deposit your Rupees in West Clock Town's bank (otherwise you'll lose your riches when you travel back in time), then play the Song of Time. When Day 1 starts anew, you'll be ready to find the Goron Mask and conquer next issue's featured dungeon, Snowhead Temple in the northern mountains.






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ARMY MEN™ SARGE'S HEROES™ 2

OFF TO BOOT CAMP



Wimpy adventure games let you dive right into battle, but not this one! To survive the Tupperware trenches and bedcover canyons of Sarge's Heroes 2, you'll need to train with the latest array of weaponry, such as M-60's, bazookas, sniper rifles and grenade launchers. In boot camp, you'll practice with a variety of firepower and demonstrate your agility in an obstacle course.



THE REAL WORLD

Army Men will stiffen into hard plastic in the real world. The Tan Troops have found a secret serum that reverses the effect, though, and they plan on using it to stomp out their Green rivals. Acting as Sergeant Hawk, you must prevent the Tannies from taking over.



NP: HOW IT RATES
This game has been rated Teen by the ESRB for realistic combat scenarios and weaponry simulation. It is not intended for gamers under the age of 13.

AREA 1 DINNER

The Green troops find themselves under heavy fire on a porcelain-laden battlefield known as the Kitchen Table. Your job is to fight off the enemy, gather your team, grab extra ammo and secure the portal—all before supper is served!





ASSEMBLE THE BRAVO TEAM

Your men will be calling for assistance while some are being held hostage at point-blank range. Pick off the bad guys as quickly as possible, and be sure not to hit one of your own team members. Look for health on some of the empty plates.



There's a good deal of ammunition and weaponry scattered around the vast dinner table, but be sure to rescue your Green buddies before you waste valuable time exploring the surroundings.





AMBUSH AT THE PORTAL

As you make a run for the portal, you'll be ambushed by a swarm of Tan enemies. Be prepared for the surprise attack. Watch for soldiers sneaking up from behind as the helicopter drops troops across the area. Take note of the blue female spy.

A TRULY GREEN TEAM

No doubt Sarge wasn't thrilled to be ordered to team up with Vikki Grimm for his next assignment. But even though Vikki is a bit of a greenhorn, she's ambitious, and she has the instincts of her father, the esteemed Colonel Grimm.





AREA 2 BRIDGE

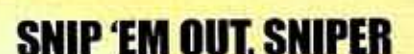
It seems the Tan Army has discovered a substance that can reverse the plastic-freezing effects of the outside world, and they're transporting it by train over Drop Dead Canyon. Sarge must secure the portal while keeping Vikki safe.





SECURE THE TUNNEL

Vikki will help you fight your way down to the entrance of the tunnel. For a quick house-cleaning, grab the grenades, load one up and lob it over the large bunker. Watch for any surviving enemies as you race behind the bunker to collect a sniper rifle and other goodies.



SNIP 'EM OUT, SNIPER





After collecting the sniper rifle from behind the tunnel bunker, use it to take out the gunmen hiding behind the barricades near the portal. Cross the bridge to finish off the rest of the Tan troops, but be prepared for more bad guys to be called in for back up.



HELP VIKKI

Vikki will be in trouble when the helicopter starts to circle the area. Focus on wiping out the troops first, then race across the bridge and help her shoot down the helicopter. Grab the shield near the tunnel if you're low on energy.

A NARROW ESCAPE





After you knock down the helicopter, make a run for the portal. Before exiting through the portal, Sarge will order Vikki to follow him across the canyon. Luckily for her, she'll make it just before the bridge explodes.

MYSTERY SPY REVEALED

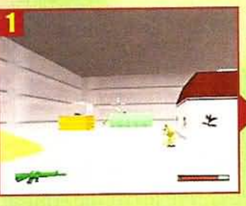
General Plastro spent a little too much time in the real world and froze back into his original plastic state. Spy Brigitte Bleu used the secret serum to bring him back to life, and Plastro is convinced the serum will be the key to leading the Tan Army to victory. Sarge and Vikki must destroy the serum before the Tannies gain a huge advantage!



AREA 3 FRIDGE

Sarge and Vikki have decided to split up to search for the serum, with Sarge volunteering to work his way up the refrigerator. Amid the 3DO Farm's dairy products and World Series Wieners are a slew of enemies waiting to take you down.

THE SEARCH FOR DR. MADD'S SERUM





1 On the first shelf, snipers are perched on every package. Move swiftly, gunning down enemies along the way. Look for health if you get hit several times. After clearing out the area, climb up to the milk carton to get the shotgun and jump to the next shelf.





2 A trio of gunmen will be waiting as you lift your way onto the next level of the Fridge. Take them out and then grab the grenade launcher. Climb onto the pudding packages, from where you'll see a large tank moving back and forth across the next shelf. The tank will fire if you get too close.





3 One blast by the tank will inflict some serious damage. While the tank is moving away from you, take out the unsuspecting snipers. Then race toward the ham and hide behind the cheese. You'll need to make a daring jump onto the ham to reach the next shelf.



4 After eliminating the troops, climb the butter to the final stage. Stand your ground and wait for Tan soldiers to fall from a hole in the ceiling. To complete the level, simply jump until you reach the thermostat.

AREA 4 FREEZER

Sarge has survived the refrigerator and reached the freezer, where a large mechanical robot is waiting to pulverize him. How the robot got into the freezer is a question Sarge has no time to contemplate. He must destroy all of the secret serum while dodging a bevy of Tan soldiers.

POP GOES THE SODA CANS





1 The serum is stored in the red soda cans, and Sarge must find and destroy all of them. Be sure to collect the body shield on the ice cube tray. You'll need a grenade launcher to eliminate the robot. Aviod the robot and climb the ice hill.



2 Use the ice hill as protection against the robot's powerful rays. Wipe out the soldiers protecting the serum and blast the final few cans. Then use the grenade launcher to turn the robot into scraps of junk.

WITHSTAND A FEW MORE WAVES





3 Troops will keep pouring out of the hole that you used to enter the area. Make sure your health meter is full, because a soldier will likely blast you with a bazooka. Keep firing until you've wiped them all out.

GET VIKKI HOME

Sarge has successfully destroyed the serum and ordered Vikki to return to headquarters. You must lead her on a dangerous journey back to safety. She moves a bit faster than Sarge, but she's also more delicate. As a rule, play more cautiously with Vikki.



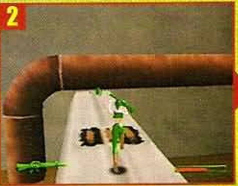
INSIDE WALL

Vikki has decided to take a shortcut through the walls, disregarding the threat of huge spiders and an undefined route to headquarters. Move slowly and have no fear. With a hefty flamethrower in your hands, you'll cure your arachnophobia in no time.

REACHING THE POWER BOX



Before going anywhere, shoot the troops in the distance. Jump down onto the wire casing, but don't fall to the floor or you'll lose nearly all your health. Go left and collect the flamethrower, which you can use to fry the spiders.





As you negotiate the wire casing, avoid the exposed wires by jumping over them. Drop to the floor and collect all the ammo, burning spiders into crispy critters along the way. Don't forget to grab the red power boost on top of the box. Then leap back onto the casing.



The black pipe will lead you into the next room, but if you jump over the pipe you'll fall back down to the floor. Be prepared to take out some Tannies upon entering the area.





Keep your balance as you tightrope-walk along the pipes, collecting weapons and ammunition. Find the lowest place to drop to the floor and get ready to juggle your flamethrower and rifle as you wipe out spiders and troops. In the next room, use the phone book to reach the pipes.



Once again, move slowly along the pipes and keep your flamethrower ready. Follow the path methodically, avoiding all exposed wires. Once you reach the circuit box, you'll crawl through a mouse hole.

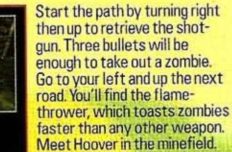


GRAVEYARD

Sarge and Vikki returned the serum to headquarters, prompting Colonel Grimm to order a new mission: overtaking Dr. Madd's storage area. All the while, Plastro and Brigitte are making a trip to the toy store to purchase more weapons.

REACHING DR. MADD'S CASTLE





Start the path by turning right then up to retrieve the shotgun. Three bullets will be enough to take out a zombie. Go to your left and up the next road. You'll find the flamethrower, which toasts zombies faster than any other weapon. Meet Hoover in the minefield.





Before reaching Hoover, you'll have to snipe a Tan gunner in the distance. Most likely you'll sustain some damage, so get healthy before proceeding. Burn the zombie near Hoover, being careful not to scorch your comrade. Then slowly follow Hoover through the minefield.



Grab the key to the castle, then collect the extra flamethrower. Follow the path until you come across two snipers protecting a gate. The road to the castle is behind them.

AREA 7 CASTLE

Sarge's inexperienced cohort has made her first major blunder by ignoring all commands and pressing into the castle alone. A couple of zombies have taken her hostage, and Sarge must save her. In the Castle level, wipe out all the enemies. Some of them hold keys that unlock gates.

CLEANING UP VIKKI'S MESS





The spider will be guarding a powerful machine gun, but before you aim your barrel at the multilegged creature, concentrate on the snipers and zombies. Once the area is clear, move forward to the locked gate and get ready for an ambush. One of the Tannies will have the key to the gate.



Run past the machine gunner and make your way up the castle. You'll find Vikki trapped behind a gate. Turn around and search for the Tan soldier who holds the key. Take advantage of your rapid fire!



SECURING THE STORAGE OF SERUM



After you rescue Vikki, she'll grab a shotgun and help you complete the level. Use your rapid-fire gun to take down the mob. Follow Vikki to the cans of serum and get ready for a final wave of troops. Withstand the heavy charge to secure the cans.



AREA 8 TAN BASE

The duo returns to HQ to hear some alarming news: A spy has given Colonel Grimm the location of the Tan Army's base. Of course, the spy is none other than Brigitte Bleu. Sarge and Thick will attack the base.



KEEPING THICK ALIVE



As the Green tank blasts open the entrance to the base, wait for Thick to jump ahead eagerly and take out a few of the troops. Follow him in to battle, using your basic rifle and saving your machine gun for later. Once Thick is ordered to stay behind, you'll need the rapid fire.

CAPTURING TANNENBERG





For Sarge to survive the massive onslaught by himself, he'll need to use his explosives and always keep moving. Don't stand in one place for long! To gain an advantage, try strafing with the Z Button. A very valuable box of health will be waiting for you around the second corner.



When you hear the helicopter, stay back and fire a shot. The copter will explode, eliminating any soldiers in the area. Shoot the one surviving, flame-throwing Tannie and then capture the surrendering Tannenberg.



AREA 9 REVENGE

The Greens are proclaiming victory prematurely, until Plastro and his new army pour through the portal. Plastro has assembled a collection of robots to make life miserable for his foes. Don't let any weapons go to waste!



GETTING GRIMM TO THE HELIPAD



Cover Colonel Grimm as he heads for the gate. Take out all troops and jump on the box to collect the flamethrower. As Colonel Grimm tries to open the gate, use the flamethrower to hold off the black robots that are walking out of the portal. Don't let the tank find you, or you'll be blasted into a million plastic pieces.





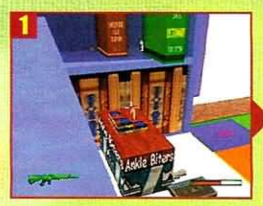
Follow Grimm into the next area and run behind the building to collect the bazooka. You should have enough fuel left in your flamethrower to eliminate the black robots. Blast the yellow robot with the bazooka and grab some health. Race back and hope that Grimm has opened the next door!



In the final area, grab the armor to the left and then stay by the colonel and fight off any robots that attack him. If you leave Grimm alone, he'll be finished.

AREA 10 DESK

From the Desktop level forward, the tasks become increasingly challenging and throngs of enemies with powerful weapons are around every corner. In all likelihood, you'll need to spend a few lives becoming familiar with each level so that you can anticipate the many ambushes.





DON'T LET THE BEDBUGS BITE

You should be able to snipe four enemies before even taking your first step. Move slowly across the bookshelf, shooting unsuspecting soldiers. Grab the body armor on the first shelf and defeat the scorpion before jumping down. Remember that a long drop will hurt you.



ANYBODY HOME?

Shoot all snipers and get the dynamite behind the Green book before jumping onto the desk. To attract attention, leap onto the boom box. Soldiers will rush out of the Tan base. Take them out and enter the base.



MEET SCORCH AT THE RENDEZVOUS





Once you're inside the base, your explosives will help you overcome the large number of troops. Move cautiously around every corner—the Tan soldiers have machine guns and bazookas. You will eventually find Scorch behind the computer.



AREA 11 BED

Who's that walking with the Tan Army? It's none other than Brigitte Bleu, the deceiver who's about to learn a lesson from Sarge and company. The expansive hillside known as the Bed can be a tough area to navigate, so follow these instructions dutifully...





HILLS ARE ALIVE WITH THE SOUND OF GUNFIRE

Use the rulers to cross from the desk to the bed. Find the body armor hidden behind the blocks to the right of the ruler. Then make your way into the covers, collecting the bazooka and blasting the helicopter. Retreat to the other side of the bed where Sarge can safely jump down.



When in the drawer beneath the bed, eliminate all enemies and find the stick of dynamite. Arm yourself with the grenade launcher and use the alphabet blocks to climb back onto the bed. A robot will be waiting.

FEELIN' BLEU





After bombing the robot, take a left to find Brigitte. She'll hop into a blue tank and start firing. You must keep moving. Climb the blankets to get explosives. If you toss the sticks at the tank accurately, you'll secure the landing zone. Move fast or your partner will perish.



AREA 12 TOWN

Brigitte has convinced Sarge that she's on his side after all, and Sarge has agreed to help save her town. In the Town, your buddy Riff will be sent to an early grave if you don't keep your legs moving. Know exactly where you need to go before starting!

EVERY MAN FOR HIMSELF





The Blue soldiers don't seem to know that you're on their side, but they'll eventually catch on, so try not to harm them. Let Riff use his bazooka to take care of the robot at the beginning. Find the body armor and start running and gunning. Be sure to eliminate the helicopters and collect heavy artillery.





BATTLING THE 'BOTS IN BLUE SQUARE

As you follow Riff, use your rifle to take out troops. Arm yourself with heavy artillery as you approach the giant robot and try to blast it with a few shots. You will need as much firepower as you can spare to save Brigitte.

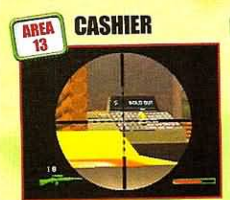


Once in the heart of the capital, unload your bazooka shells to eliminate the large robots. Keep your distance, but make sure your shots are on line. If you run out of heavy ammo, your chances of survival will be slim.

WAR TO END ALL WARS

From this point forward, you're on your own to end the war. But since the challenges ahead will undoubtedly lead to many nerve-wracking nights in front of the TV, we're going to offer a few tips for each of the final levels.

AREA 13 CASHIER



Vikki is trapped in a gumball machine of all places. Sarge must get her out. The snipers on the level are amazingly accurate and will hit you from far away. Don't stand still for long!

AREA 14 TRAIN SET



Sarge and Vikki are in a train set, attempting to prevent five trains from entering the portal. Use bazookas to stop the trains and be sure to pick up the body armor as soon as you see it.

AREA 15 ROCKETS



Vikki is on a timed mission to destroy all the rockets on the level. Collect as much TNT as possible and use it to blow apart the rockets. Use the shotgun to wipe out robots and troops.

AREA 16 POOL



Brigitte is trapped and Plastro is escaping, which leaves Sarge with a lot to do. Charge into the first bunker, grab the mortar, then fire it into the far bunkers to clear out the area.

AREA 17 PINBALL



Before capturing Plastro and ending the war, Sarge must rescue his buddies in the pinball machine. Go straight ahead to save the first comrade, then turn right and race around to reach the others.

FRIENDLY FIRE

You can run those boot camp drills all you want, but nothing prepares you for combat better than combat itself. Grab a few friends and put each other to the test in multiplayer mode. Many of the landscapes from the single-player game are available.

TOWER





Head to the tower for four stories of madness and mayhem. Use your bazooka to blast crates and collect power-ups. Remember, you can never gain too many advantages when you're fighting solo!

FRIDGE



Skilled snipers will have an edge when fighting across the three vast shelves of the Fridge. Keep in mind, that it's really just a stripped-down version of the Fridge level in the single-player game.

DESK



The Desk is another simplified rendition of its single-player counterpart. The desk allows for quite a bit of hide-and-seek with all the books towering above the tiny soldiers.

TAN BASE



Dodging bullets in the Tan Base will almost make you forget you're playing a game. Be sure to use the bunkers as a means of protection and a way to catch your opponents completely off guard.

CASTLE



Visibility is a bit clouded in the Castle, but that only adds to the fun. Plant yourself on the overpass and snipe unsuspecting enemies from above. Try to stay in one place until you're exposed.

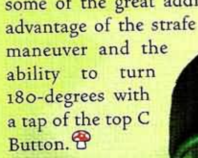
GRAVEYARD



As you know, it's tough to see in the darkness of the Graveyard. Try hiding behind one of the many obstacles. Get your hands on the flamethrower, but be sure not to set yourself ablaze!

NEW TOUCHES

For fans of the original Army Men, the sequel contains much to be excited about. New weapons, new scenes and new controls are just some of the great additions. Be sure to take advantage of the strafe maneuver and the ability to turn 180-degrees with a tap of the top C Button.







Mickey picked up his phone and quickly began dialing. His friends were shocked and saddened by the news and immediately agreed to help. They began arriving within the hour, fur and feathers flying as they maneuvered their cars around corners and over jumps in a mad dash to Mickey's home. Once everyone was there, Mickey ushered them to his living room, where they could enjoy a tall glass of lemonade and plan their strategy.

A RARE EDITION

Fans of Mario Kart and Diddy Kong Racing can rejoice—the new game from Rare stays true to the feel and fun of those classic racing games. But Mickey's Speedway USA boasts some original features of its own, starting with the use of Disney characters. Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, Ludwig von Drake, and even Big Bad Pete—Mickey's nemesis from "Steamboat Willie"—all make appearances. You can begin racing as any of those characters, except Professor von Drake, whom you'll unlock as you progress through the game. There are also additional secret characters that you'll find. We won't give too much away, but suffice it to say they're related...





The Weasels had a good head start, and the gang had no idea where they had taken Mickey's best friend. There was a brief bit of hullabaloo as they determined which car to take. Finally, after a tantrum from Donald, they each decided to take their own vehicles and hit the road.

MOTOR MADNESS

All of the racers have their own strengths and weaknesses that have to be considered. Speed, acceleration, handling and weight all play a large part in your racing success or failure. Mickey and Donald are well-balanced and steady racers. Minnie and Daisy have smaller cars without much weight—great for beginning players. They handle like a dream and can stop on a dime, but their top speed is so-so. Pete and Goofy bring up the rear, driving huge beasts that have incredible speed but steer like shopping carts.





Some racers' advantages aren't apparent at first. Minnie's car, with its good handling, can swerve quickly to grab power-ups, while Goofy will just swerve.



The gang's first stop was a small map store on the outskirts of town. They all bolted through the front door and began asking for maps to all manner of exotic destinations, everywhere from the Everglades to the Grand Canyon to Hawaii! Pete even grabbed a map for Las Vegas, muttering something about wanting to see tigers. Until they got a clear idea of the Weasels' destination, they would just have to search everywhere.

ON THE ROAD



Mickey's Speedway USA has over 20 different racetracks in cities, states and parks all across the country. Marvel at the rendered Space Needle as you swerve through Seattle. Drive across the desert in the barren landscape of New Mexico. You'll also visit such places as Yellowstone National Park, Chicago, Philadelphia and Alaska. While the roads themselves aren't specific to the city—a race in gridlocked LA traffic wouldn't be any fun—the backgrounds stay true to the feel and flavor of each location. Rare has also done a great job of including areas that usually get missed in the racing game world. It seems like every driving game in existence has you speeding through the streets of New York, but what about Oregon? Or the Dakotas? You'll even get to visit Colorado—Rockies tickets sold separately.

Lots of racing sims claim to let you drive across the country, but here's a game that truly delivers. You even get to sample the unspoiled snowy beauty of Alaska.

Next stop was the lab of Professor Ludwig von Drake, the eccentric but brilliant scientist, inventor and linguist. He was shocked to hear of Pluto's situation and promised to devote all of his substantial brainpower to the cause.



MICKEY IN THE RYE

No road trip would be complete without stopping for snacks, and you'll find a wide assortment of Ludwig's power-ups along your way. Give your opponent what-for with the Baseball Chucker, which can hurl a Pedro-esque 99 mph fastball forward or backward. Marvel at the crazy Paint Splotcher, which leaves a slippery puddle of goo in the path of on coming cars. And be sure to grab a couple of Magno Flyers, remote-controlled airplanes that soar gracefully overhead before dive-bombing an opposing racer. Simply run over the bouncing question mark barrels to see what lurks inside.





Other groovy items include a Spritzer, the Shield Shell, a Tracechaser, and a cute little rain cloud called Stormy Weather.

As they sped out of town, the play started turning rough. "Move it, ya' speed bump," bellowed Pete as he knocked Mickey's racer to the side of the road, "No one can stop me!" Goofy pulled alongside the big lug, only to be smashed back into the guardrail. "Something' wrong here. Wa-ho-ho-hooey!" Even Daisy got in on the action, bumping Donald's car and sending him into a quacking fit.



THE SOUND OF MINNIE

Perhaps the most amazing feature of Mickey's Speedway USA is the sound. Sure, the engines are crisp and the tires squeal like banshees, but the interplay between characters is even more stunning. For the dialogue, Disney Interactive even used the same character voices found in many of the Disney cartoons—and what dialogue! The characters each have around 50 different lines that they sling as the cars speed around the tracks, and they change depending on the situation. For example, if Pete is in last place and Donald runs him off the road, the big fellow says, "You'll get yours, Duck!" If, however, Donald slams into Pete while the big lug is in first place, he'll say, "That didn't hurt!" It's a great touch, and it really makes the game come alive. The same rules of speech apply during multiplayer battles, so even if you can't see the action, you'll still have a good idea of what's going on.

It's too bad there's no way to slip a sound file into the magazine, because the voices must be heard to be believed. Head to our NP's website for the scoop on the sound.

Mickey slowed down and looked back. Poor Goofy was falling farther and farther behind. It wasn't his fault, really—the goof just hadn't raced much, and his skills were rusty. The others quickly decided that Goofy needed an advantage. But how?

THE POKEY LITTLE PINTO

Have you ever been trapped in the house on a rainy day, with only less-advanced gamers around? If they're not very video game savvy, competing with them at any game soon becomes a boring chore. Rare solved that problem with built-in handicaps: Racers who fall far behind will get speed boosts, and find that they receive very helpful power-ups every time they hit a Question Mark Barrel. That balance makes Mickey's Speedway USA a great game for families and parties.







The gang chased those Weasels across the entire country, and after a series of grueling races, Pluto was once again safe and sound. They celebrated his return with a trip to the Multiplayer Arena, a series of racetracks one town over. Daisy, Donald, Goofy and Pete zipped around the courses—grabbing power-ups and smashing into walls—while Mickey and Minnie munched on popcorn and Pluto dozed at their feet. Everyone agreed it was the most fun they'd ever had.

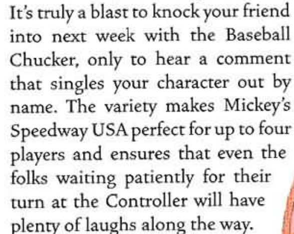


ROARING ENGINES, HEAR MY CRY

Most gamers agree—it's the multiplayer arenas that make or break a racing game, and this one doesn't disappoint. You can choose from four different tracks: a Dockyard, an Arena, the White House and even a Steamboat! (Pete's personal favorite, of course.) It also gives you the ability to modify the course as you see fit by selecting the types of power-ups that will appear. The same rules of handicaps apply to the Multiplayer Mode, as do the great vocals. It's truly a blast to knock your friend into next week with the Baseball Chucker, only to hear a comment that singles your character out by name. The variety makes Mickey's Speedway USA perfect for up to four players and ensures that even the folks waiting patiently for their turn at the Controller will have plenty of laughs along the way.





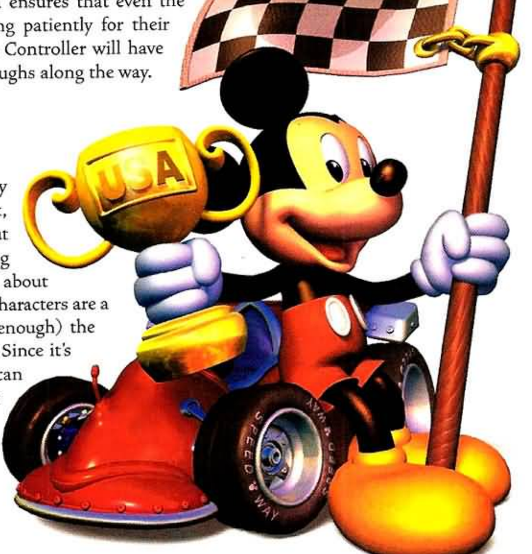




While the Multiplayer Arenas allow you to engage in close-quarter combat, you can race against a friend on any track that you've unlocked.

THE END-DEX

There will be those who say Mickey's Speedway USA is nothing more than Mario Kart Deux, which isn't actually a bad thing if you think about it. But the differences between it and other racing games quickly become apparent once you spend about five minutes with the game. The familiar Disney characters are a great touch, and (we can't seem to stress this enough) the sound and speech take the game to a new level. Since it's from Disney Interactive, Nintendo and Rare, you can be sure that it's family-friendly fare, and it won't take you very long to become familiar with the controls. When you add in secret characters, hidden tracks and a difficulty level that varies from the most simple to almost maniacally difficult, you end up with a racing game that's sure to be one of the biggest hits of the year.




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TAZ EXPRESS

MOVE OVER, MAIL CARRIERS, EVERYONE'S FAVORITE TASMANIAN DEVIL IS ON THE JOB. THE CREATIVE MINDS AT INFOGRAMES AND ZEDTWO DESIGN STUDIO HAVE PACKED PUZZLES, MAZES, PIZZA, AND LOTS OF INTENSE ACTION INTO A WILD N64 ADVENTURE GAME STARRING TAZ.

DELIVERY GUARANTEED

The famous Taz Tornado must have been spending too much time on the couch gobbling junk food, because She-Devil has kicked him out of the house and found him a job as a delivery boy. Little did Taz know, his first assignment would be a lot more than he bargained for. Taz Express will send you on a complicated expedition through city streets and foreign planets, filled with brainteasers and dead ends. But fear not—everything you need to know to ensure that Taz successfully delivers his first package is in these pages.

FORGET YOUR DRIVER'S LICENSE...
YOU'RE GONNA NEED A PASSPORT

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NINTENDO 64

GAME BOY COLOR

EVERYONE E — Comic Mischief — CONTENT RATED BY ESRB













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MICKEY'S SPEEDWAY USA

Once upon a Time...

in a world not so far from ours, a racing game was born. Boasting favorite and familiar Disney characters, extreme speed, and a crackerjack design team from Rare, it was sure to be a hit on N64 and throughout the land. This is that game's story...



Mickey Mouse trudged home after a long day at work, wanting nothing more than to relax in his favorite easy chair with his loyal dog Pluto by his side. He placed his key in the lock and slowly opened the front door, waiting for the torpedo of slobber and good cheer that was Pluto to come racing around the corner—but nothing happened. Mickey crinkled his forehead and slowly wandered through the house, looking under beds and in cupboards. Finally, he stepped into his small backyard and found a note hanging on Pluto's doghouse. It was from those dastardly Weasels... Pluto had been dognapped! Mickey scampered back into the house—there was no time to lose.

















INSTANT ENERGY

At the Taz family dinner table, there's never any instruction to "chew with your mouth closed," because nobody bothers chewing at all. Taz's instantaneous digestive system serves him well at his new job, where he needs to build up enough energy to spin, run and leap. Food turns Taz into a tornado.



MAKE TIME FOR TOKENS

There are 50 tokens on every level. Taz will earn another crate every time he successfully completes a level and collects all 50 tokens.

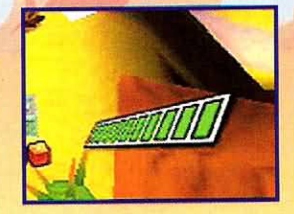


If you're running low on crates, don't finish a level until you've found and collected all 50 tokens. In particular, be sure to grab the easy-to-find tokens on the first few levels.

MMM... JUNK FOOD

After eating a large item such as a pizza or hot dog, Taz will be able to whip into his tornado spin easily. Typically, food is located at places where Taz needs energy.



Junk food completely fills Taz's health meter. Once the food is gone, more will appear in the same location after a few seconds. Taz will lose energy only after being hit by an enemy or obstacle.

FRUITS OF LABOR

For a hungry delivery boy, a pineapple is not quite as satisfying as a pizza or hot dog, but Taz is not a particularly picky eater. Swallow fruit for some quick health.







One piece of fruit will add only a few points to the health meter, but sometimes that's enough to get Taz spinning. If you find yourself in an area with a lot of fruit, try to eat enough to get back to full health. Overeating is never a concern!

CRATE PROTECTION



Several crate protectors are scattered around various levels. The protectors are invaluable—they keep your crate safe from damage while you explore the surroundings.



THE TAZ TORNADO




Without a full health meter, Taz must run in one direction for a few yards before building up enough momentum to start his tornado. The spin is helpful for knocking down all sorts of barriers.

FOR THE BIRDS



Throughout the game, you'll need certain switches to remain pressed while you traverse the landscape. Use various objects, including birds, as weights.

LEVEL EXIT



The exits are marked by oddly angled doorways. Once you walk through one, the level will be over, so make sure you've collected all the tokens first.

TAZ OUT BACK

When faced with a steep hill, does a Tasmanian devil a) attempt to climb over it, b) look for a way around it, or c) plow right through it? If you answered c, you're ready for Taz Express. The opening level is fairly simple and a great opportunity to become comfortable with Taz's wild spinning movements.





BULLDOZING

To get off the beach, you'll need to turn those rocky hillsides into rubble. But before tearing apart the landscape, chow down on a hot dog and some fruit to build up energy. Once the hungry beast is satisfied, he will easily perform his patented spin and clear a path through the mountain.









WATER UNDER THE BRIDGE

One step into the ocean will make Taz sink like a rock, which is why you must jump across the platforms and reach the yellow button that triggers the bridge. Once the bridge is extended, recover the infamous crate and carry it across. Try to collect all 50 tokens before exiting.

TAZ TRAILS

All that spinning and thrashing in the first level was quite exhilarating, but the next course requires calmness, balance and clear thinking. Taz must work his way up and around deadly cliffs methodically while avoiding flying nuisances and using objects to clear obstacles.



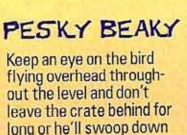


MAKE THE WALL VANISH

The road will be blocked by a large, retractable wall. You must first place your crate on the blue floor button to move the wall and collect the rock, which is then used in place of the crate.







SKYWALK TO THE FINISH

The first yellow button will raise the treacherous slopes for Taz to climb. At the top, activate the second yellow button to extend a floating walkway to the exit. Take the bridge slowly so that you don't plummet into the vast ocean.



PESKY BEAKY

Keep an eye on the bird flying overhead throughout the level and don't leave the crate behind for long or he'll swoop down and steal it.



BIG CITY, SMALL TAZ

Taz has finally found his way to the bright lights of the big city, and he's about to learn that the mean downtown streets are a lot tougher than anything he experienced back in Tasmania. The drivers don't seem to understand that sidewalks are for pedestrians!



FOLLOW THE ARROWS

Look for the white-painted arrows on the streets and follow them closely. Hug the buildings on either side to avoid getting hit by the wild vehicles.



ZAPPED!

The level is completed when Taz carries the crate under the hovering UFO and gets zapped by Martians. Taz will suddenly grow in size, which perfectly sets up the next stage of the story.

BIG CITY, BIG TAZ

Like out of a scene from King Kong, the overstuffed Taz will bounce off cars and buildings, collecting tokens and trying to recover his beloved crate. The level can be frustratingly repetitive as you hop around the city chasing the flying saucer. Once you track it down, make a wise jump or the ship will send you flying across the city.





JUST A KID ON A PLAYGROUND

The city streets have become Taz's personal stomping grounds as he uses cars and buildings to reach the Martians. Listen carefully for the sound of the UFO and don't let it get away.



SPIN CYCLE

Center yourself directly under the crate before jumping. If you grab onto the ship by mistake, you'll be flung to the other end of the city.



X MARKS THE TAZ

Who would have thought that Taz's adventure as a delivery boy would take him to a different planet? The Martians have swept him away from earth and are determined to steal his mysterious package. Taz has to race the clock as he attempts to transport the crate across laser-filled ravines. Be sure to keep the crate away from the robots.



QUICKSAND

Once the crate is safe in the metal casing, cross the ravine and turn off the lasers. On your way back, jump across quickly—the lasers don't remain dormant for long.





POWER DOWN

You can't carry the crate across the ravine while the lasers are on. To turn them off, work your way to the other side and jump on the blue button. The clock will start ticking!



PUT THE "X" IN "EXIT"

After surviving the determined lasers, gobble a pizza for some energy and blast through the yellow walls on the left and right sides. The X Key and the lock are on either side.



A-MAZE-ING TAZ

OK, so the previous levels were mildly challenging but not very difficult. Are you ready for a change of pace? You could spend several excruciating hours trying to find a way around the maze, but we're going to make your life easier by explaining the necessary steps.





PURPLE FIRST, GREEN SECOND

Start by jumping onto the floating steps and collecting the purple key, which will open the green road. Carry the crate along the green path and place it in the protector next to the green key. Then bring the green key back to the start and use it to open the road to the exit.





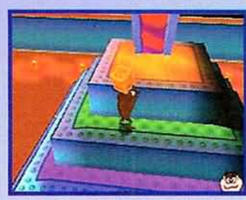
SUPER JUMP

After using a tornado to knock down the yellow barrier, tiptoe all the way back and recover the crate. Drop the crate and yourself onto the newly exposed spring to be launched into the air and over the wall.



TELEPORTER SHORTCUT

After using the green key, you must go back and get your crate. Jump in the teleporter to avoid traveling back down the green road. Once you return the crate, place it in the newly revealed protector. Then head down the exit road.



IDENTICAL CRATES

One of the crates is not like the other. Instead of carrying each package to the top of the stairs, simply find the one that breaks when tossed into the air. That's the one you want!

FIRING TAZ

There's only one way back to your home planet, and that's via the Martian's escape pod. But to shoot yourself into orbit, you'll need to load the crate, fuel the ship, find the coordinates and light the rocket. Do you think you can handle all that?



FILL 'ER UP

Follow the white line on the ground until you come across an odd purple and green sphere. It is fuel, and you must return it safely to the ship and fill the tank. When that's done, another switch will be revealed.





RED SWITCHES

After completing a task, you'll have to return to the beginning of the level and flip the most recently revealed red switch. Each time you jump on a switch, another section of the surroundings will become accessible.

ALL ABOARD

Before attempting to load the crate onto the ship, use a tornado to knock down the surrounding lasers. The crate can be damaged by the lasers while on the conveyer belt.



MEMORY TEST

The button puzzle is really quite simple. When you hear a musical sound after jumping on a button, you know you've found the right one. It might take a few tries, but you should find the correct pattern in no time.



LIGHT A FIRE

After using a tornado to shred the wall into pieces, you'll find a burning candle in one of the left cubicles. Carry it to the start of the fuse, which is on the far right.





T MINUS 10 SECONDS

As soon as the fuse is lit, Taz must race back to the ship before the rocket is ignited and blasts off with the crate. Practice running the route several times before lighting the fuse. Try to have a full health meter, too—the course has several tricky twists and turns.

ON THE RUN

If you thought the Martians were a hassle, wait until you have to deal with Wile E. He's about to steal your package and send you on a wild goose (or should we say coyote?) chase. You'll have to repeat the level three times.



BOTTOMLESS PIT

Despite racing forward at top speed, always try to anticipate the dangers that could be ahead. Be sure not to step into one of the dangerous wind pits!



COYOTE CHASIN'

Wile E. has gotten plenty of preparation chasing the Road Runner for so many years, and he knows all the tricks of the trade. Taz will need to study the territory and practice, practice, practice.



TASMANIAN TWO-STEP

Don't be afraid of the tiny tornadoes—they can be used as platforms to leap across hazardous areas. Time your jumps carefully to avoid a perilous fall.



SPIN CYCLE

You've used the fun and effective Taz Tornado sparingly on previous levels, but this level will have Taz spinning until he's downright dizzy. You'll need plenty of energy to knock down obstacles and find various switches, which will help you navigate the desert.





FLIP THE SWITCH

To advance through the level, you'll need to shut down the moving trap. A simple flip of the switch will do the trick, allowing Taz to go along his merry way.





FENCED IN

Those rickety old fences don't stand a chance against the Taz Tornado. Knock 'em down with ease. There is a switch behind the fence shown in the second picture.



STEP BY STEP

Yet another switch will extend a long, steep flight of stairs. Once you get to the top, be sure to drop your package in the crate protector before it sustains damage.



CACTUS MAKES PERFECT

Chasing Wile E. Coyote has led Taz deeper into the vast desert. But there's more to be found in the wasteland than meets the eye. Be sure to keep your crate in good shape as you catapult across the barren region.





CATAPULTING

You'll have to work your way step-by-step across the level by catapulting yourself continually from one raised area to the next. Find the X marks on the ground and transport the catapults to the appropriate spots before jumping on and launching yourself into the air.





CACTUS CUSHION

Always remember that proper handling is a trait of a good delivery service. When catapulting your crate, prevent it from getting damaged by using the cactus as a cushion.

WILD, WILD TAZ

The next scene of Taz's whimsical adventure takes place in an Old West ghost town, where Yosemite Sam is responsible for keeping the peace. The dilapidated buildings seem to be deserted, but proceed with caution and stay out of trouble with the law.

SALOON STOP

Whoa! There are enough explosives in the joint to blow it to kingdom come. Deactivate the bombs before they wake up the local sheriff. Move carefully but quickly.



BOMBS AWAY

The only way to prevent the bombs from blowing Taz to smithereens is to deactivate them quickly by jumping on switches. Just be sure not to miss one!



HOP, SKIP, JUMP

Taz will find himself bouncing around the store, trying to avoid flying objects. A full health meter will keep Taz moving despite the hindrances.



PLATFORM PATIENCE

Making the long leaps from one platform to the next requires concentration, balance, timing and lots of patience. Bottom line, don't rush through it!

IT'S NO FOUR SEASONS

The old lodge isn't exactly rich with creature comforts, but Taz will need to traverse it nonetheless. Be sure to make an extra effort to find all the tokens.



BARREL O' FUN

Jump behind the counter and grab a barrel that can be used to hold down the switch while you explore the surroundings.



BOXED UP

You'll find yourself missing a key that will open the locked door. Clear out the pile of boxes to uncover the key and use it to get into the next room.



TOKEN TALLY

After entering the room, you'll need to raise a platform if you want to collect a gob of tokens. Find the switch that activates the platform and grab all the valuable coins.



BALLOONS AND BOMBS

Walking near a balloon will cause it to burst and awaken the snoozing sheriff. Similarly, if you don't act fast enough to prevent the bombs from going off, the explosions will disturb Sam's sleep. Consider yourself warned.



SLEEPING SAM

Yosemite Sam isn't bound to be in a pleasant mood if you happen to disturb his peaceful slumber. As a matter of fact, waking up the sheriff will land you in jail and force you to start the level over again from the beginning!

JAIL BREAK



Once locked behind bars, Taz will have to take advantage of his anger and start spinning. Knock down the jail walls and find the key that will lead Taz to freedom.

DIGGING DITCHES

Just as in the Martian's ship, steady hands and smart thinking are more valuable in this level than rambunctious spinning or careless exploring. Be calm and move slowly.



OPEN SESAME

The Taz Tornado won't be able to knock down the barriers, so find the buttons that correspond to the various doors to get through the level.



OUT ON A LEDGE

Don't be afraid to go out on a limb and inch your way across the ledge. If you find the courage, you'll be rewarded with a handful of valuable tokens.

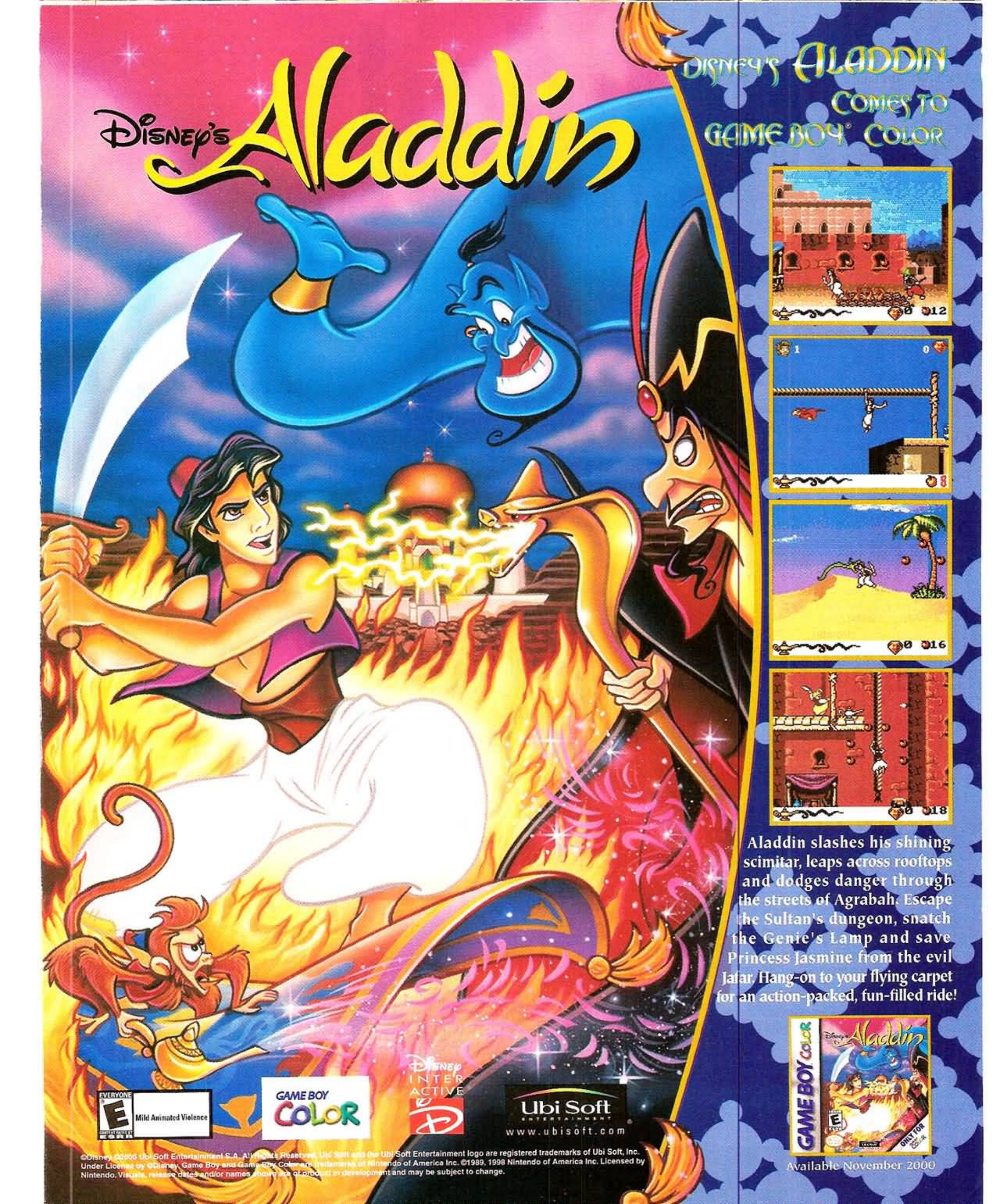


SLIPPERY SLOPE

Watch out for walkways that suddenly slant. Don't waste time by strolling across, or you'll find yourself slipping off the edge. Move ahead briskly.



Unfortunately for the poor soul who's been waiting to receive the package, the adventure is far from over. Taz still must skate across icy lands and swim through mystical underwater domains, all while keeping the crate free from harm. Remember, better late than never!


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Aladdin slashes his shining scimitar, leaps across rooftops and dodges danger through the streets of Agrabah. Escape the Sultan's dungeon, snatch the Genie's Lamp and save Princess Jasmine from the evil Jafar. Hang-on to your flying carpet for an action-packed, fun-filled ride!
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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



BOXES O' CHEATS

Beetle Adventure Racing, one of the coolest driving games available, just got better with a slew of cheats. Drive through the courses in Championship Mode, and smash Groovy Boxes hiding at the locations listed below. Each code does something different—from giving you a handicap in the Beetle Battle to changing the color of your car. You must complete the race for the codes to take effect.

GROOVY!

Cheats won't work unless you activate the menu. Drive through Coventry Cove until you reach a barn with two haystacks. If you drive into the stack near the road, you'll hear "Groovy!" Finish the track to open the cheats option on the Options Menu. This also allows you to toggle the radar on and off during Beetle Battle Mode



HANDICAP MODE

Drive through Coventry Cove until you come to the train crossing. Pass the drawbridge to find a crane on the right-hand side. In front of the crane is a white stone fence—find the hole in the fence and drive in for a Groovy Box that sets handicaps during two-player races.



SETTINGS

In Conventry Cove there is a jump on the left-hand side of the road, just past the first tunnel. Go over it to land on a small island with Stonehenge-like rocks. Squeeze behind the pillars for a Groovy Box. Now you can control the ? boxes in Beetle Battles.



BE HEALTHY

In Mount Mayhem, cut to the right before you reach the first bridge and head through town. Drive straight until you come to a huge jump. Leap off it, but aim to the left. If done correctly, you'll land on a snowbank. Turn and head up the mountain for a Groovy Box that controls health during two-player races.



COLOR ME HAPPY

Zip like a maniac through Mount Mayhem until you encounter the second suspension bridge. Drive over this and through a cave. When you exit the cave, turn around—you'll see a grassy area with some trees. Drive through them for another Groovy Box. Now your Beetle can change colors mid-race.



SMASH THE SHACK

Drive through Inferno Isle until you see a dirt road to your right. If you take it, you'll end up in a swamp. Drive on until you see a ramp that leads to a small shack. Slowly drive over the ramp, smash the house and hit the brakes. Look to your right for a Groovy Box. The colors of Beetle Battle Ladybugs can now be altered.



TIME'S UP

At the very end of Inferno Isle, as you drive through the lava that has lit the village on fire, there will be a hut to the left of the finish line. Break the hut for one final Groovy Box. Time limits of varying degrees can now be imposed during Beetle Battles.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER



HEY GUYS, WRONG SPORT

If there's one thing Fox Sports College Hoops '99 seems to possess in abundance, it's teams. That's why we were so surprised to discover a secret team lurking on the sidelines. The strange thing about these fellas is that they play baseball! Oh, and there's a new court, too.



Enter the word FFWOOD at the code section for a special Final Four Stadium.



Play an Exhibition game against any opponent, but choose St. Joseph as your team. The players will all be members of the 1998 Cleveland Indians.



STOP PUMMELING ME–IT'S PAINFUL

No one ever accused hockey of being a gentlemanly sport, what with the checking, the icing, and the eye poking and so forth. But once every four years the greatest hockey players in the world come together to strive for Olympic gold. If you're tired of their (mostly) decent behavior, try this code on for size. You'll get into so many fistfights, you'll think a hockey game broke out at the boxing match.

THAT SMARTS

Go to the Options screen and highlight "Fighting." Hold down the L Button and press right C, left C, left C, right C, bottom C, top C, top C, bottom C, left C, right C, right C, left C, right C, left C. Numbers will appear at the bottom of the screen if done correctly. Your players will fight every time you check someone.



TRIPLE PLAY 2000

STEEERIKE!

Baseball has been called America's pastime, and Triple Play 2000 has often been called game player's wastetime. If you find yourself having trouble with the high heat, use our handy cheat sheet to give yourself an unfair advantage. Change the score, hit a homer or just make some pretty music. All codes work during the regular course of game play.



Three outs? I haven't left the dugout yet! You're missing a good game, ump!

DESCRIPTION	CONTROLS
ADD A RUN TO HOME TEAM	Z + L + R AND PRESS ◀ TWICE
ADD A RUN TO AWAY TEAM	Z + L + R AND PRESS ▶ TWICE
STRIKE OUT THE BATTER	HOLD L + R + Z AND PRESS →, ↑, →, ↑, ↑ WHILE ON THE MOUND
GET A THREE-BALL COUNT	HOLD L + R + Z PRESS ↑, ↓
GET THREE OUTS	HOLD L + R + Z PRESS ↓, ↑
HIT A HOME RUN (YOU MUST MAKE CONTACT AND THE BALL MUST STAY FAIR)	HOLD L + R + Z AND PRESS ←, ↑ REPEATEDLY
HOME RUN SOUNDS (PRESS AFTER A HOME RUN)	▲ (SOFT HORN) ▶ (LOUD HORN) ▼ (WHISTLE HORN)



BIG CODES, LITTLE MEN

Like its big brother for the N64, NFL Blitz 2000 for the Game Boy Color has a locker room full of built-in cheats. Up to this point, the only way to achieve a cheat was by trial and error, but fret no longer! We've compiled an exhaustive list of the biggest and baddest cheats for the handheld gridiron. The numbers correspond to the number of times you must press the buttons at the code screen. For the No Fumbles code, you'd press Start three times, B once, A twice and Down on your Controller Pad.

START	B	A	PAD	RESULT
0	1	3	UP	INFINITE TURBO
2	1	0	UP	NO FIRST DOWNS
3	1	2	DOWN	NO FUMBLES
2	3	3	LEFT	NO INTERCEPTIONS
1	3	1	UP	NO PUNTING
3	2	1	UP	POWER UP DEFENSE
3	1	2	UP	POWER UP OFFENSE
2	3	3	UP	POWER UP TEAMMATES
3	3	3	DOWN	SECRET PLAYS
3	1	2	RIGHT	SUPER PASSING

WHERE'D IT GO?

With Super Passing you'll be able to hurl footballs downfield like they were frisbees. The only disadvantage is that they fly so far they're difficult to track.





THE TALISMAN OF FATE

CRACK SOME SKULLS

We've already told you a slew of codes for Xena: Talisman of Fate, but they just keep coming. This month, we're proud to bring you two codes that are sure to start a new worldwide fashion trend.

GREEN NOSE

To give your character a green clown nose, enable the In-Battle Cheat Mode by holding A and pressing Right, Right, Left, Left, Right, Left, Right on the control pad. Once you've done that, press left C, left C, and the R Button.



PURPLE NOSE

Enable the In-Battle Cheat Mode by entering the first part of the code above, then press left C, left C, Z to give your fighter a stylish purple schnoz.





HOW DOES SHE DO THAT?

Easily the most painful of the codes in this month's issue, this back-breaking oddity for Nightmare Creatures isn't a cheat so much as a disgusting display of Nadia's flexibility.

YOWZA!

Begin the game as Nadia and immediately hold Up, B, A, left C and bottom C. If you do it correctly, Nadia will land bent in half, but she'll still be able to walk around! Ugh!



 Your secret's safe with us. Send your codes to

ARMY MEN AIR COMBAT

WE NEED AIR SUPPORT!

Sometimes it can be downright difficult to defeat that dastardly diehard General Plastro and his Tan armies of doom. If you find yourself with trouble in the ranks, enter the following code at the password screen: R, left C, Right, Up. It will unlock every level in the game, as well as all the helicopters.



LOTS OF CHOPPERS

Jump straight to the last level with this great cheat, then introduce the Tannies to your Huey's missile battery.



Wacky Races

A WACKY CHEAT

Wacky Races for the Game Boy Color may not be the most well known of Nintendo's ever-expanding software library, but it is a fun little game in its own right. If you're one of the few lucky enough to own a copy, enter the name MUTTLEY at the password screen to unlock every car and track.

CURSES! FOILED AGAIN

You'll never have to say those words with our massive network of cheats at your disposal. Grab every car and track, then spend hours screaming around corners in a fat little tank.



extreme-G XG2

RACE ON

Ah, there's nothing better than racing around a course at insane rates of speed, watching bike after bike smash into the wall and explode in a giant fireball. While we've printed a number of codes for this game in the past, including how to be blurry and other cool visual tricks, this mammoth cheat takes the cake. Would you like every bike, every level, and Duel Mode unlocked and waiting for you? Of course you would, and that's why we're here. Go to the Password menu and enter 27PVNM6F45S1. You'll get all of the promised goodies and a personal sense of satisfaction to boot.



GIMME BIKES

Why race around on some wimpy space-age moped when you can cruise in style on a wicked Venom Bike?





SPY VS SPY

LEVELED

The original Spy vs. Spy came out for the 8-bit Nintendo system, and we're happy to say the Game Boy version is an improvement. Open up your life to more sneaky wackiness by entering the code 15y24—it will open up every level.

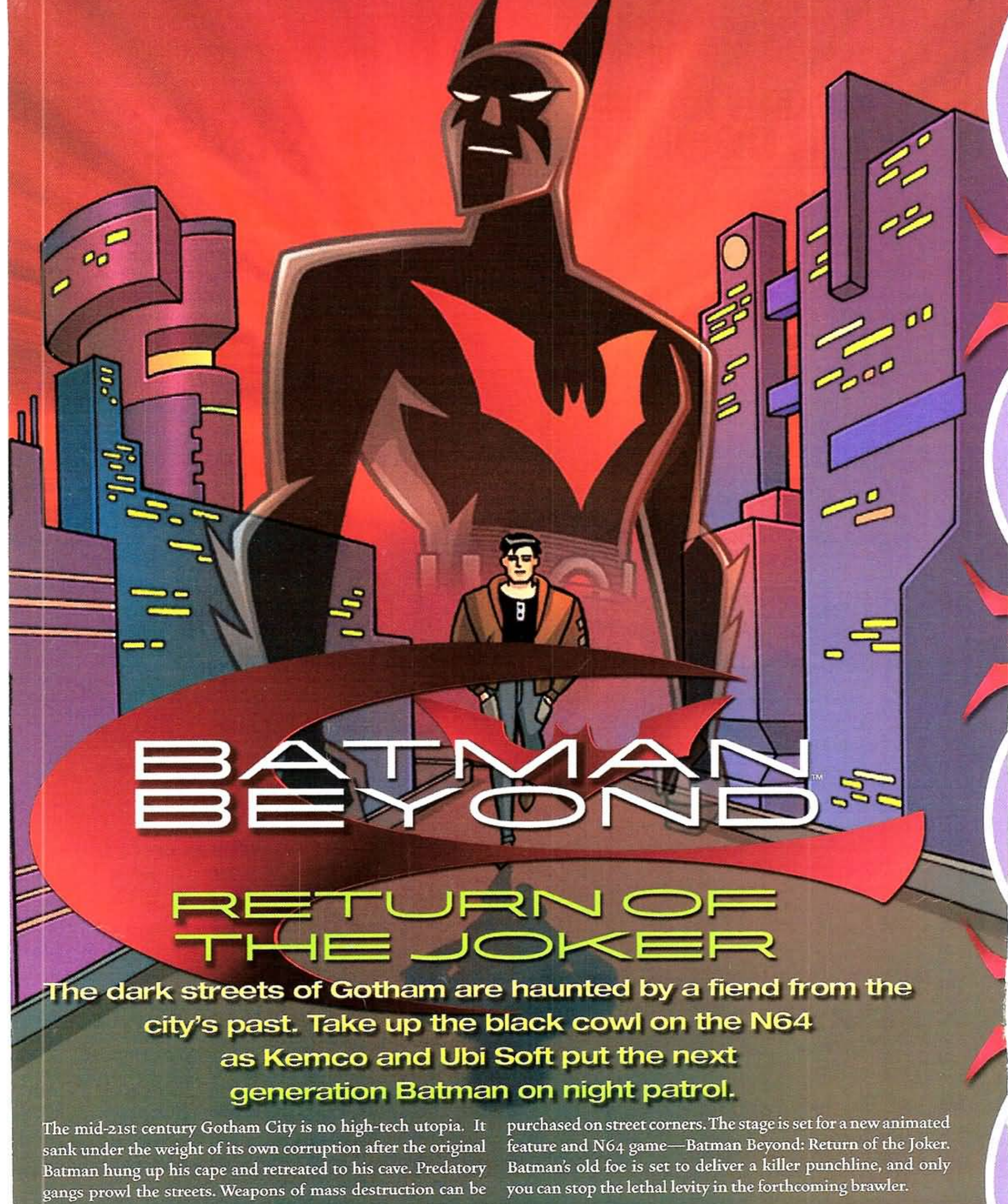
BOOM!

You can run from a big, round bomb with a lit fuse, but you can't hide. Use our secret password to explore all the levels of everyone's favorite secret agent duo.



SEND CODES TO:
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CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

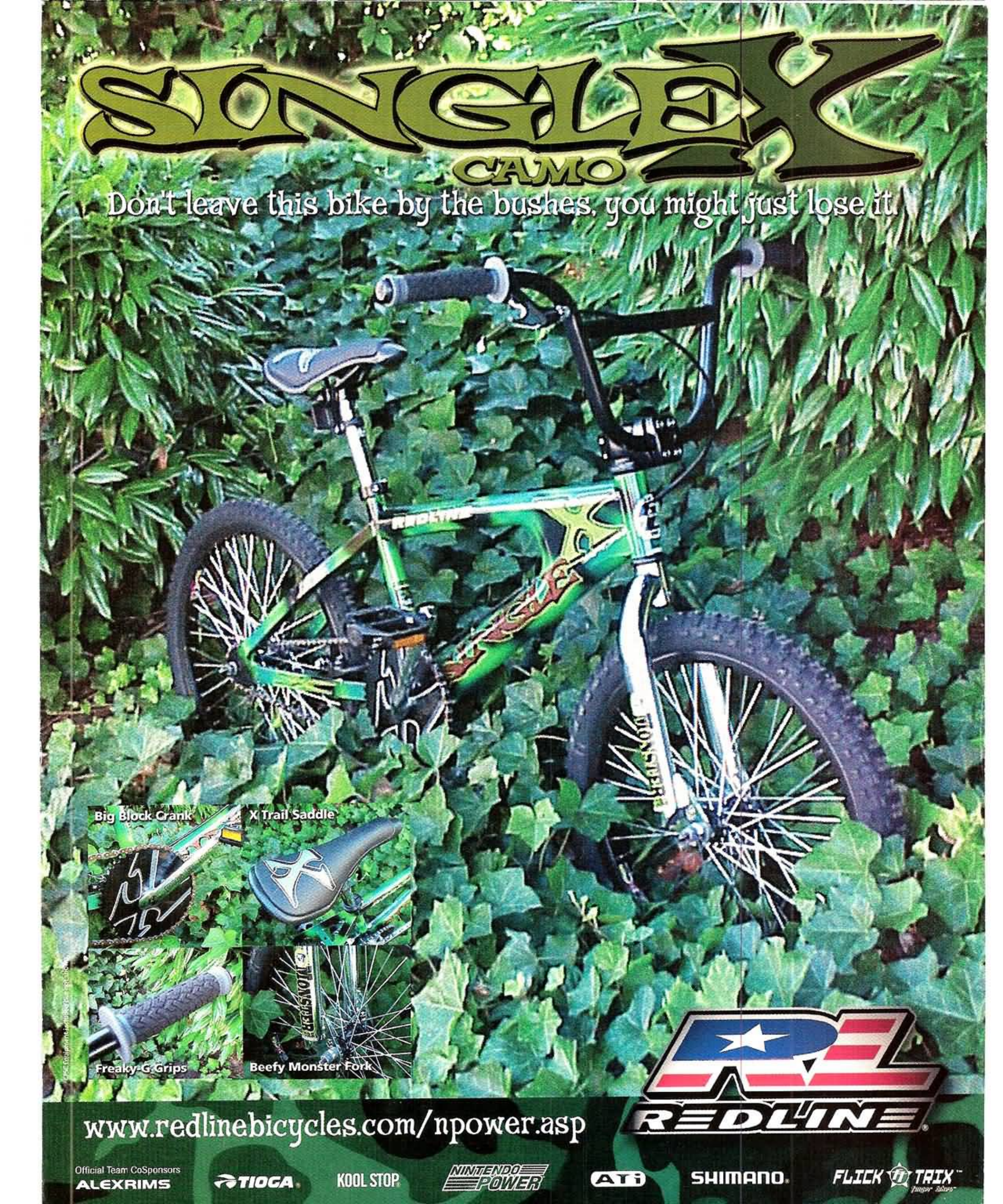
classified@nintendo.com or to the snail mail address above.



BATMAN BEYOND™
RETURN OF THE JOKER

The dark streets of Gotham are haunted by a fiend from the city's past. Take up the black cowl on the N64 as Kemco and Ubi Soft put the next generation Batman on night patrol.

The mid-21st century Gotham City is no high-tech utopia. It sank under the weight of its own corruption after the original Batman hung up his cape and retreated to his cave. Predatory gangs prowl the streets. Weapons of mass destruction can be purchased on street corners. The stage is set for a new animated feature and N64 game—Batman Beyond: Return of the Joker. Batman's old foe is set to deliver a killer punchline, and only you can stop the lethal levity in the forthcoming brawler.



SINGLE X
CAMO
Don't leave this bike by the bushes, you might just lose it.
Big Block Crank
X Trail Saddle
Freaky-G Grips
Beefy Monster Fork
REDLINE
www.redlinebicycles.com/npower.asp
Official Team CoSponsors
ALEXRIMS
TIOGA
KOOL STOP
NINTENDO POWER
ATI
SHIMANO
FLICK TRIX

TUROK 3: SHADOW OF OBLIVION





The duty of the Fireseed clan falls on new shoulders in Acclaim's latest N64 thriller. But the real story is that Acclaim, after several disappointing efforts in the Turok line, has created an exciting, well-balanced adventure that will keep you battling Oblivion into the wee hours.

MATURE M CONTENT RATED BY ESRB

NP: HOW IT RATES

Over-the-top gore and violence put Turok 3 in the Mature category. The ESRB rating indicates that the game is suitable for players 17 years old and older.

PASSING THE BURDEN

When Oblivion's soldiers track Josh Fireseed to his home, the hero of three Turok adventures knows that his time is up. Someone else will have to bear the Turok burden in the future.



Danielle





Josh's sister is the heir apparent to the Fireseed clan. Danielle possesses all the natural ability of her departed brother, and she can use a grappling hook like a bionic commando.



Joseph





Baby brother Joseph may seem a bit too green to shoulder the responsibilities of the Fireseed clan, but his small size and skills with night vision goggles may be the keys to his survival.

CHAPTER 1: THE BREACH

After escaping from Josh's killers, Danielle and Joseph meet Aidon, who takes them to the Council of Voices where one is chosen to become the new Turok. The first task is to stop Oblivion from creating an entrance into our world.

The Path of Life



The worlds of Turok 3 may seem huge, but you can find your way through them easily by following the trail of Lifeforce items. Trust in the Lifeforce.

Arrows Aren't Enough



You'll begin the adventure with a tomahawk or knife and a bow and arrows—not much of an arsenal for stopping Oblivion. Look for a pistol in a room above the basement. Jump to a hanging grid to reach the upper balcony and pick up ammo while you're there.

The Key to the Boiler Room



After jumping down the elevator shaft and blasting some alien beasts, duck into the room on the side and pick up loose items. Shoot the crate on the left side of the room to get the Boiler Room Key.

The Shotgun Leap





In the Back Alleys stage, climb the fire escape and look for two Lifeforce items beyond the edge of the roof. The shotgun is on a ledge below the Lifeforce items. Get a running start and jump to the ledge.

Danielle Grapples with a Problem





Danielle must use the Energy Grapple to swing between the buildings. Look for the silver orbs in the distance, aim the grappling device and fire. You'll be pulled across the gap almost instantly.

Joseph Visits the Museum





The night vision goggles will help you see the dozens of laser beams that crisscross the display areas when Joseph enters the museum. You can duck under some beams and jump over others. The exit is on the bottom floor.

A Tight and Smelly Journey





Drop into the pipe in Captain Dave's Fishhouse and follow it. When you hit the water, swim against the current to avoid the blades. The PSG piece is in the first sewer chamber. Continue on, picking up items and shooting foes.

Where's the Subway?



You'll emerge in a war-torn section of the city with snipers hiding in the buildings. Look for the glowing windows around the square and shoot the snipers when they appear. Climb the grid on the open structure and drop down to the walkway below.

Speed Relived



What do you do, Hotshot? Hide in a pit to avoid the subway trains, then enter the train, race to the front and stop it from crashing. Finally, turn on the power in the basement and ride on the elevator roof.

OBLIVION'S BREACH







You'll find Oblivion's gunship has already arrived when you reach the roof. Blast away at it while dodging its attacks. Even though you'll destroy the ship, the damage has already been done. The breach between the timelines is open, which means that it's time for another cool cinema scene.

CHAPTER 2: THE MILITARY BASE

With the breach open to the present timeline, Oblivion begins a campaign of terror. Joseph and Danielle are in a military research facility. Their task is to stop Oblivion by destroying a vile sea creature named Xiphias.

Rapid Fire



The assault on the military base begins when you enter a courtyard where you'll face some stiff resistance. Pick up an assault rifle in one of the bunkers.

Corridor Key



The guards will try their best to stop you, but you must defeat all of them and get the Keycard in the tower. Look behind buildings and in every room to pick up ammo and health.

Top Side



In the Top Side stage, look for two Lifeforce items next to a ladder. The ladder leads to a control room where you can grab the Lift Access Keycard. Activate the lift in the Lift Control booth.

Stop the Missile Launch



Jump down to the Main Access elevator, get the Silo Keycard from the scientist and race the clock to deactivate the four missiles. After that, go to the control room and push the red button on the console to end the sequence.

Danielle's Tek Bow



If Danielle jumps into the engine wells for missiles three and four, she'll find the explosive Tek Bow and the second PSG Piece.

Shadow Bow



When Joseph hops into the areas beneath missiles three and four, he'll find the Stealth Bow and a PSG Piece. The PSG is a weapon composed of five pieces.

Danielle's Circuit





When Danielle enters the Dark Hangar area, she must find a circuit panel and place it in the slot in the control room near the hangar. The lights will be on, but she'll have to face aliens and guards.

Joseph and the Barracks Key





Joseph takes a journey into darkness. You'll have to use the night vision goggles to see your way around the hangar and discover the Barracks Access Keycard. Look for glimmers in the darkness that indicate items.

The Wrecked Room



Titanic forces have wrecked the Rec Room, but you can't let that stop you. After you battle the armed guards inside it, blast open a grate with your shotgun. A secret tunnel on the other side contains health and ammo.

The Ultimate Headache





After picking up all the items, head into the waterfall chamber to get your pistol upgraded. Swim around until you get the Cerebral Bore. The classic Turok CB is a total brain drain.

Pick up health and Open the gate





Take the elevator down to the Observatory and collect as many items as you can. Don't forget to look beneath the stairs for a Full Health item and ammo. Guards will attack as you head for the Sub Pen. Dive into the well to retrieve Lifeforce items.

XIPHIAS







The power of Oblivion has created the monster known as Xiphias. Position yourself near the health power-up in the corner of the room then snipe at its eye. When it rises to the top, you'll have to climb above the pool and release the submarine so it drops onto Xiphias.

CHAPTER 3: THE LOST JUNKYARD

Aidon explains why Oblivion wants to crush that which the Turoks protect. The child from Joshua's dream is the key, and the two Fireseeds must stop Oblivion before it will be able to find him.

Access Modules



After you've defeated them, guards will sometimes drop electronic keys known as Access Modules. It's up to you to match the modules to their corresponding doors.

Danielle's Firestorm Shotgun





After Danielle escapes the Junkyard, she'll find herself in a swampy cavern with a crashed plane. There, she'll find the shotgun upgrade.

The Red and Blue Crystals



Collect the Red and Blue Crystal keys to unlock the exit from the Drain stage. Look for the crystals in two side chambers. Ferocious dinosoids will attack constantly in the area. Listen for their footsteps.

Battery Not Included



A battery is missing from the main power panel in the Generator Room. Finding it is your first priority. Get it from the Storage Room and return it to the main power unit. The door at the end of the hall will open up, giving you access to the Lab.

Three Fuses



Enter the Lab using Access Module C and grab the Red Fuse. Take the elevator to reach the Dam area. Drop into the hole in the ground to find the Blue Fuse. Look inside the Raptor's cave for the Green Fuse.

The Vampire Gun



Someone left a nasty weapon lying on the control room floor. You don't need ammo to fire it, and you'll lose some of your health with every shot you fire. It's a weapon of last resort.

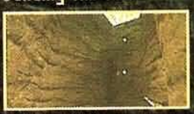
Time of the Flood





Plug in all the fuses then go to the control room and push the button that opens the flood gates. The large chamber will be flooded with water, and you'll be able to reach areas that were inaccessible before the flood.

Building the PSG





After the Dam chamber is flooded, dive into the water and swim back toward the room with the elevator. On what once was a high ledge, you'll find the PSG part and a Total Health item.

Sniper Rifle and Shredder





In the room beyond the flood gate controls, you'll find the Sniper Rifle upgrade and the powerful Shredder rifle. Grab them both.

Launch the Grenades



In the Jungle area beyond the flooded waters of the Dam, climb onto the rocks as Danielle or follow the piping along the wall as Joseph to pick up the Grenade Launcher.

Danielle's Climb



Danielle can use the Energy Grapple on the outside of the Foyer. The upgrade found in a nook on the wall turns the Assault Rifle into a multishot cannon.

OPISTHOR







Pass through the Jungle and the Foyer then descend a ramp to meet the Opisthor. The crabby creature spits green venom. Use the hill for protection and damage the beast by pushing the disposal unit button once the Opisthor loses energy. You'll need to move to the middle of the room to deliver the finishing attacks.

MULTIPLAYER MADNESS

Turok and multiplayer gaming go together like a bow and arrow. The matches are for one to four players and added bots. Players may choose to play as any one of the dozens of characters and aliens from the game, which they can customize or handicap.

Scintillating Scenarios





You'll begin with eight modes or scenarios, which include old favorites such as Capture the Flag and new modes like Monkey Tag and Weapon Master. Players can customize six categories: Weapons, Victory, Time, Team Damage, Sudden Death and Arena.

Awesome Arenas







With 25 arenas to choose from, players will have a lot of territory to learn. A cool walk-through feature gives you a preview of your chosen arena before you begin the match. Most of the arenas feature multiple levels and great ambush locations.

Outstanding Options



Not only can players choose their character, they can even boost his or her, or its, power level. You can place players on teams, as well, and customize winning conditions or the weapons that you begin with or pick up during the game.

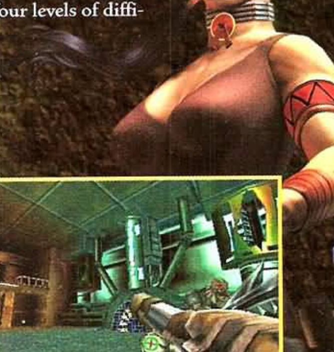
Blistering Bots



The bots in Turok 3 may not be as specialized as the simulants in Perfect Dark, but you can crank them up with high defensive levels and place them on teams with or against human players. The bots are the best of T3's many setup options.

TUROK WILL SURVIVE

This Turok makes up for past disappointments. It's so advanced graphically that the characters actually show emotion. As for game play, Acclaim balanced the missions so well that you'll never feel trapped. And with two characters, four levels of difficulty and lots of multiplayer options, there's a world of replay value to explore.





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EXP. 97
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BITE
SCRATCH
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The ALIENS are attacking! Get ready!
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Wonderful World of Games

Game Boy Color and N64 are your tickets to the Magic Kingdom this fall. Developers dig deep into Disney Interactive's catalog of colorful cartoon characters to bring you a quartet of new games.





GAME BOY COLOR



GAME BOY COLOR







EVERYONE E CONTENT RATED BY ESRB







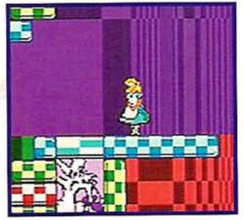
Walt Disney's Alice in Wonderland

Welcome to Wonderland, where you'll find Alice engaged in her familiar search for a harried white rabbit. The new platformer for Game Boy Color from Nintendo captures the colorful look of the Walt Disney feature based on Lewis Carroll's mind-bending masterpiece.

Malice against Alice

Alice might have stayed put for her history lesson if she'd known Wonderland would be so complicated. Alice in Wonderland's main game deals a tough hand of animated playing cards, perplexing puzzles and precarious pitfalls. You'll need to collect stars and find keys to locked doors if you want to catch up to your cottontailed quarry.

Quick Step



Nothing is as it seems in Wonderland, right down to the ground beneath your feet. Stay alert for sections of flooring that fall away as you run over them. You'll fall to the next level if you dawdle over the trap-door flooring, and your health will suffer for it. You'll be fine if you keep moving.

Killing Time



Take time out of your busy adventure to take time out in a battle. No one will blame you if you watch the clock while fighting the boss, especially since the clock is the boss. There is no real trick to stopping the clock, just keep pouncing on the boss until time stands still.

Lotsa Lock



Because you can't progress in the adventure until you've opened locked doors, most of the game play in Alice is centered around finding keys. Usually you'll need to use a mushroom to shrink down to small size or execute a series of difficult jumps from platforms—or both—to earn a key.

Bumper Bottle



At certain points on your trip through Wonderland, the game play will transform into a vertically scrolling, racelike challenge. You'll drift through the air—or through the water while trapped in a bottle—as you dodge damaging objects and grab items, such as stars, as they tumble toward you.

Maddening Modes

When you tire of the running and hopping and growing and shrinking, try some of Alice's less strenuous pursuits. Unlike the platform game, the other two modes on the Game Pak won't strain your brain—or your fingers—very much.

Where in Wonderland



As if you haven't had enough of that infernal rabbit in the main game, Where in Wonderland pits you against your furry friend in a delightful game of girl-vs.-bunny hide-and-seek. Either find a CPU-controlled rabbit, or take turns with a friend in Two-Player Mode.

Alice's Art Gallery



There may be some bizarre things going on in Wonderland, but they probably aren't half as weird as what you'll come up with when you start cutting and pasting images in the Art Gallery. You can choose from a wide range of characters and items.



At Ease, Sailor

Everyone's favorite Type-A duck will soon be blustering through a new platformer from Ubi Soft. He'd prefer to let troubles roll off his back, but when his slick-feathered girlfriend, Daisy, gets kidnapped, he really puts his foot down. You'll need to display uncommon pluck as you bound across treacherous terrain.

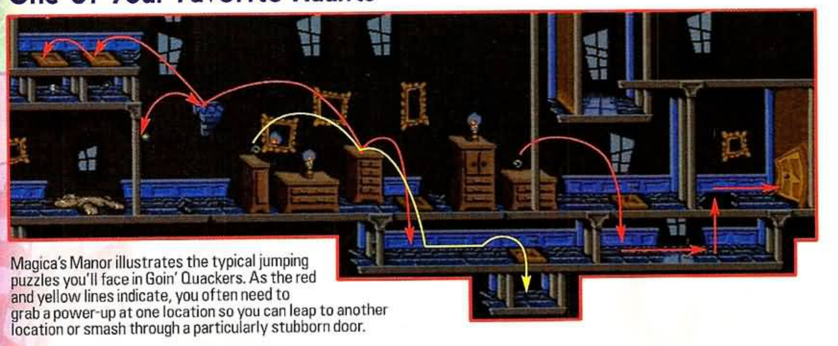


Hopping Mad



All Donald ever wants to do is jump and smash. It's pretty clear where you need to jump, but the smashing part can be less than obvious. As a general rule, you should try stomping on suspicious-looking objects on the ground, like sticks that bridge gaps in the forest or square doors in Magica's Manor. More often than not, you'll find a way out of a room or new areas to explore.

One of Your Favorite Haunts



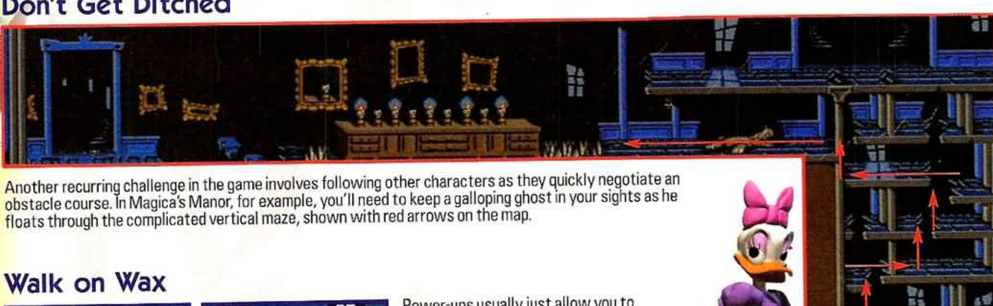
Magica's Manor illustrates the typical jumping puzzles you'll face in Goin' Quackers. As the red and yellow lines indicate, you often need to grab a power-up at one location so you can leap to another location or smash through a particularly stubborn door.

Window Wars



Usually there are objects near a boss that help you defeat him. While fighting the Beagle Boys, use nearby balloons to float up to their windows then stomp on their heads. They'll repeatedly pop out of a window to throw bombs at you. It's best to avoid them.

Don't Get Ditched



Another recurring challenge in the game involves following other characters as they quickly negotiate an obstacle course. In Magica's Manor, for example, you'll need to keep a galloping ghost in your sights as he floats through the complicated vertical maze, shown with red arrows on the map.

Walk on Wax





Power-ups usually just allow you to reach an otherwise inaccessible platform, but they also have other functions. Extinguish burning candles only after you've grabbed a nearby power-up. You can use the candlestick as a platform.



Manic Mammal

If you've seen any of Winnie the Pooh's adventures, you may think Tigger is rather irresponsible—a good friend, to be sure, but not someone you'd depend on in a time of crisis. NewKidCo is out to polish Tigger's image on the N64 by sending him on a mission to help Pooh in a pinch.

Earn Your Stripes

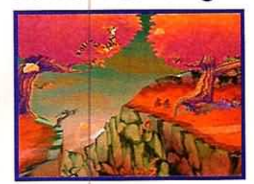
At the beginning of the game, Tigger is doing what he does best: messing around. Winnie doesn't have time for his shenanigans, though. The bear is planning a party and is hopelessly short on honey. Because Tigger loves a good party, he gladly volunteers to collect some Honey Pots.

A Helping Claw



It seems like everybody wants something from Tigger. "Hey, Tigger, I lost a wheel from my wheelbarrow. Can you help me?" "Hey, Tigger, will you look around for my tail?" Because you're a good friend, you'll help your pals with their problems without any expectation of a reward.

Power Pouncing



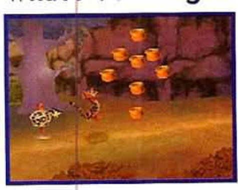
If there ever was a creature born to jump, it's Tigger. At times, he seems less like an animal than a big, furry spring. Your bounding skills will be tested rigorously by the game's 2-D, side-scrolling landscape. Friends along the way will teach you new jumps—some involving your tail—that you'll need to progress in your adventure.

Breezing Through



Don't get complacent when you're leaping from perch to perch. Often, you may assume you'll need to go one direction when the correct route is another way. Don't jump into space thinking there may be a place to land beyond your view. If your next jump isn't obvious, take the time to look around for a suitable platform.

What's Your Sign?



Friends will often tell you where to go during your honey hunt, but they may not know where there are secret stockpiles of the sweet stuff. Try paying attention to the honey pots themselves. They'll show you the way to golden goodness. When they're arranged into arrows, you can bet there's something sticky in that direction.

Tiger Trials

When the time for honey hunting has passed, you can while away the hours playing minigames with your furry little friends. While none of the games are very rigorous, it's always nice to spend time with your good friend Pooh.

Rabbit Says



Rabbit is calling the shots in a variation of the party favorite, Simon Says. You may take home a trophy if you manage to match the long-eared leader's button combinations.

Paper, Scissors, Stone



Long used to make decisions in times of conflict, Tigger and his friends now play the game for its own sake. If you continually trump your opponent's choices, you'll win the trophy.

Pooh Stick



It's a beautiful day for a stick race, so head down to the river for a friendly competition. If you put your stick in the right place at the start, the current will drive it to victory.



Amusement Park Rally

Otto Plugnut fans, your wait is over for a racing game featuring your high-octane hero. OK, we don't know who Otto Plugnut is either, but you may enjoy Crave and Disney Interactive's zippy cart racing game.


Chip


Amanda Sparkle


Tiara Damage


Dale

Bruno Biggs

Moe Whiplash


Otto Plugnut


Oliver Chickley III


Polly Roger


Baron Karlott

Time Trial Mode

The amusement park tracks of *Walt Disney World*® are at your disposal for practice runs in Crave's high-performance racing cart. The Time Trial Mode is a good way to learn the courses for when you need to take on the competition.



Jumps

Catch a little air by hitting the B Button when you go over the small ramps on the courses. They'll give you a big burst of speed.

Adventure Mode

Chipmunks are often considered cantankerous, but Chip and Dale take troublemaking to the next level when they drop their acorns into the Walt Disney World Magic Machine. As a result, the fireworks mechanism explodes into several pieces—each located near a racetrack in the game. As you win races, you'll be awarded pieces of the machine. Complete the machine, or you'll let down all the fireworks fans in the park.





Fairies



Each of the racing attractions in Magical Racing Tour has eight fairies scattered around the track. Collect all of them to receive a prize.

Coins



Your cart will accelerate every time you pick up a coin on the track. If you manage to get ten coins, you'll rev up to maximum speed.



Magic Time

From classic characters to beloved children's stories to high-speed racing, this fall's crop of Disney Interactive's titles baits the mousetrap with fun and thrills. Just pop any of these Game Paks into your Game Boy Color or N64 for an instantaneous ride to the *Magic Kingdom*®. They make a small world even smaller.

Game Boy Color Essentials





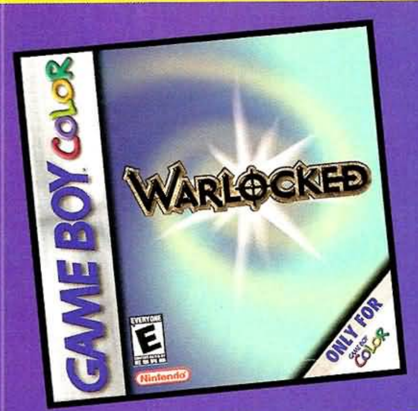




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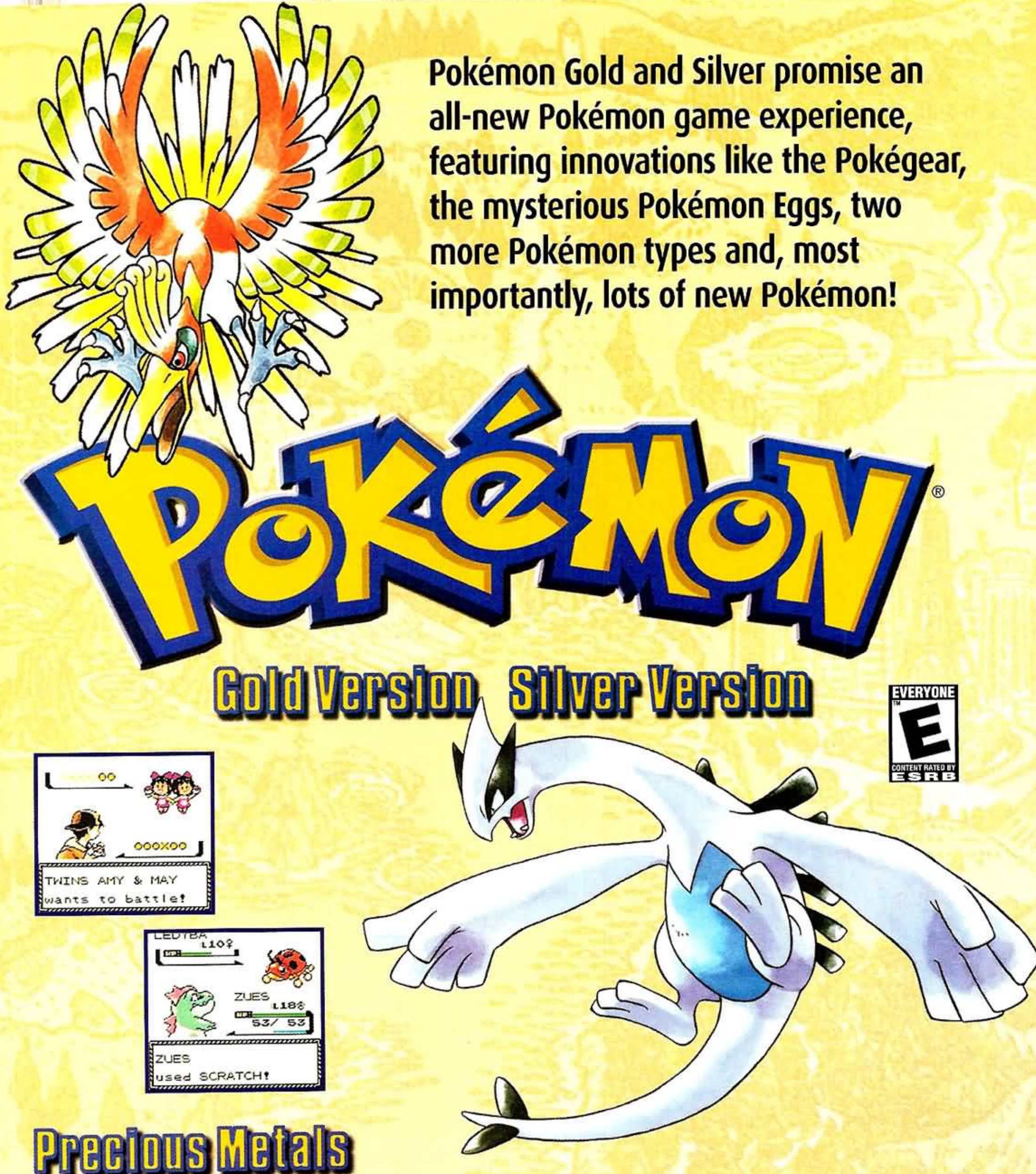
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Pokémon Gold and Silver promise an all-new Pokémon game experience, featuring innovations like the Pokégear, the mysterious Pokémon Eggs, two more Pokémon types and, most importantly, lots of new Pokémon!



Precious Metals

Last month, Nintendo Power gave Pokémon players a sneak preview of some of the treasures to uncover in Pokémon Gold and Silver—and this month we're at it again, with coverage of the first three cities, several routes and so much more! Pokémon Gold and Silver keep all of the elements that made the original Pokémon games so cool and add even more great stuff to make Pokéfans old and new very, very happy.

Brand News

Gold and Silver introduce many new elements into the Pokémon universe. Lots of things have been discovered in the Pokémon World since the last time you visited, and you will learn about each one as you progress through the game. Every one of the new elements adds something special to the game play.

Just Your Type

One of the most important additions in Pokémon Gold and Silver are the two new types, Steel and Dark. The two types add a bit of much-needed balance to the somewhat Psychic-dominated Pokémon type chart.

Steel-type Pokémon

Pokémon of the Steel-type are pretty tough, but they have their weaknesses. Steel-type Pokémon will fall to Fire-, Fighting- and Ground-types but will prevail against Ice- and Rock-types.





Dark-type Pokémon

Dark-type Pokémon have an affinity for the night and are strong against Psychic- and Ghost-types. Fighting-types and Bug-types are strong against Dark-types.



A Friendly Reminder



The relationships built between Trainers and their Pokémon are stressed in Pokémon Gold and Silver. There are many ways to make Pokémon happy, including using items on them and not allowing them to faint.

Get Itemized

Pokémon can hold items in Pokémon Gold and Silver, including the Paralyzecure Berry, which automatically heals a paralyzed Pokémon. Pokémon can hold all kinds of items, even while they're being traded!

Gear Up



The Pokégear is a very helpful device that the hero wears on his wrist. It is a multi-functional device that is used to store your map, phone and radio. You won't have all the functions available at first—you'll have to earn them as you play.



Phone

The first Pokégear function you'll learn how to use is the phone. Select your Pokégear, choose the phone icon, then choose the name of the person you want to call. Easy!

Mystery Egg

A new discovery in Pokémon science proves that Pokémon hatch from eggs that male and female Pokémon are somehow producing. Your first errand is to pick up an egg from a Pokémon enthusiast and bring it back to your neighbor, Professor Elm.

Egg Scramble

The first (and certainly not the last) Pokémon Egg you encounter is given to you to raise. It seems that Pokémon Eggs will hatch only when they're in the presence of active Pokémon, so keep this one in your party!

A Whole New World



Many aspects of the Pokémon experience are new in Pokémon Gold and Silver. Your character is a Pokémon Trainer who lives in Johto, a land that borders Kanto, which is where Red, Blue and Yellow took place. Professor Oak is still on hand, but your main contact is your neighbor, Professor Elm. Your journey starts in New Bark Town, your hometown.



Your hometown is quite small—but many big things happen to you there. Your mother sends you over to Professor Elm's lab so you can help him out, and the errand he asks you to do is just the beginning of your adventure.

Time Flies

Your first task is to enter the time of day when Professor Oak asks you to. The Game Pak will keep track of the passing time even when the Game Boy is turned off.

Professor Elm's Lab



Your House

A Rivalry Begins

The person who becomes your Rival is peeping through the window of the Professor's lab. He's up to no good, but you won't be able to do anything about it yet.

To Route 29

To Route 27

Much later, when you've collected all of the Gym Badges in Johto, you will Surf over the water and into Kanto.

Your First Pokémon

Much like Bulbasaur, Charmander and Squirtle, Chikorita, Cyndaquil and Totodile are Grass-, Fire- and Water-types, respectively. You must choose one to join you on your errand.



Grab Your Gear

When you walk down the stairs from your room, you will run into your mother, who will give you your Pokégear. She'll also tell you how to use it as a phone.





Chikorita

Watch out for Flying-, Fire- and Poison-types if you choose Chikorita as your first Pokémon. Grass-types are strong against Rock-, Ground- and Water-type Pokemon.



Elm's Errand

Professor Elm will ask you to pick up a strange item at Mr. Pokémon's house near Cherrygrove City. He will offer you a Pokémon for a companion.



Totodile

Totodile's Water-type works very well against Fire-, Ground- and Rock-types. Totodile's type also makes it weak against Grass- and Electric-type Pokémon.



More Assistance

After you complete the errand, be sure to talk to the Professor's assistant—he will give you some Poke Balls so you can start collecting Pokémon.



Cyndaquil

Cyndaquil is a Fire-type, making it strong against Grass-, Ice- and Bug-types. Beware Water-, Ground- and Rock-types when using Cyndaquil.



There is a lot of tall grass on Route 29, and you'll have to walk through it to get to Mr. Pokémon's house. You can't catch the Pokémon you'll battle because you won't have any Poké Balls, but your starting Pokémon will gain experience.



Berry Good

The large, rounded trees with the light-green foliage bear interesting fruit. You will find a Berry on some trees. It restores 10 HP.

To Route 46

You won't get very far on Route 46, which has cliffs blocking your progress. You don't need to go there at first, anyway.

Potion

To Cherrygrove City

From New Bark Town

After you've completed the errand, you can talk to the person in the grass, who will explain how to catch Pokémon.

Cherrygrove City

You still have a short way to go to reach Mr. Pokémon's house—but while you're in Cherrygrove City, be sure to talk to the old man. There is no Gym in Cherrygrove City.

After you have Surf and can use it outside of battle, talk to the guy on the island, who will give you Mystic Water, an item that increases the power of Water-type attacks.

To Route 30

Mart

You can buy many items that will help you on your journey in the Pokémon Marts that are located in many cities.

Pokémon Center

You can heal your tired or hurt Pokémon in the Pokémon Centers in every town. You can also access your PC and Bill's PC inside the Centers.

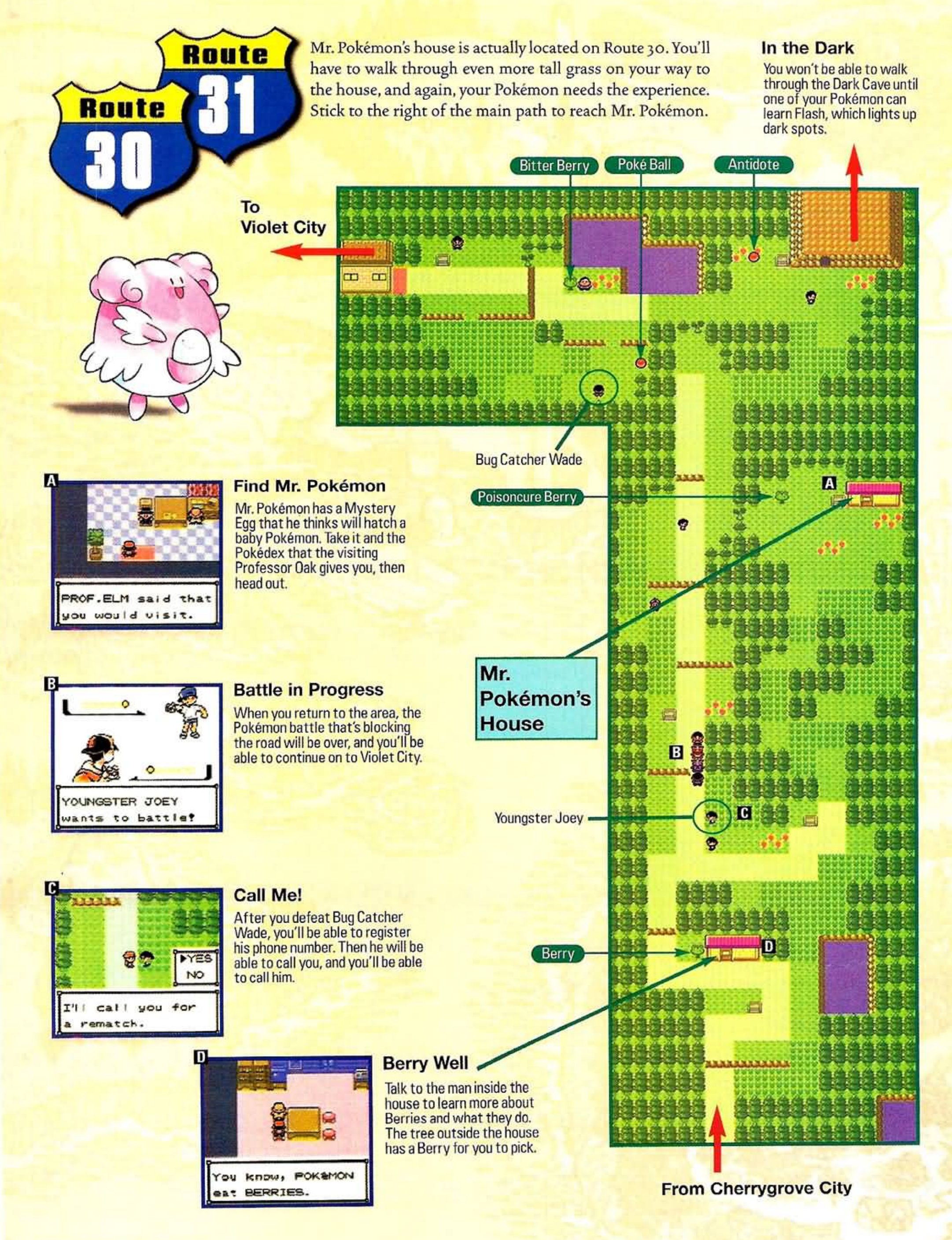
From Route 29

If you talk to the old man he will offer to show you around town. After he's done, he'll give you a Map Card for your Pokégear.

Rival Battle

???
wants to battle!

On your way back to Professor Elm's lab, you will have a run-in with your Rival.



Mr. Pokémon's house is actually located on Route 30. You'll have to walk through even more tall grass on your way to the house, and again, your Pokémon needs the experience. Stick to the right of the main path to reach Mr. Pokémon.

In the Dark

You won't be able to walk through the Dark Cave until one of your Pokémon can learn Flash, which lights up dark spots.

Find Mr. Pokémon

Mr. Pokémon has a Mystery Egg that he thinks will hatch a baby Pokémon. Take it and the Pokédex that the visiting Professor Oak gives you, then head out.

Battle in Progress

When you return to the area, the Pokémon battle that's blocking the road will be over, and you'll be able to continue on to Violet City.

Call Me!

After you defeat Bug Catcher Wade, you'll be able to register his phone number. Then he will be able to call you, and you'll be able to call him.

Berry Well

Talk to the man inside the house to learn more about Berries and what they do. The tree outside the house has a Berry for you to pick.

Violet City

Violet City has a Gym in it—your first Gym battle! Make sure you catch a lot of Pokémon to add to your team once you're able to purchase Poké Balls. You won't be able to pick up the items above the city until you can use Surf.

Sprout Tower

PP Up

Rare Candy

To Route 36

Mart

GYM

Poké

From Route 31

Paralyzecure Berry

To Route 32

Gym Leader Falkner

LEADER FALKNER wants to battle!

Falkner has Flying-types to battle with, so if you've got a Rock-type Pokémon, you're in luck. You can pick up an Onix by trading in the house to the left and down from the Pokémon Center. Falkner will give you the Zephyr Badge and TM 31, Mud-Slap, if you beat him.

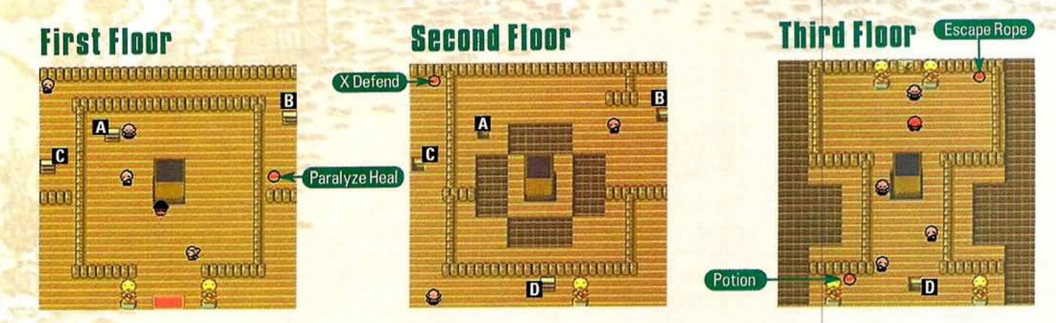
Sprout Tower

The Trainers inside Sprout Tower have a definite affinity for Bellsprout. If you started with Cyndaquil, you'll have no problems in the tower. Flying-type Pokémon will also do well in the tower.



Respect the Elder

You will need to defeat the Elder to receive HM 05, Flash, which will help you light up dark areas. He will have Grass-type Pokémon, so you should defeat him with Flying-type Pokémon.



Route 36

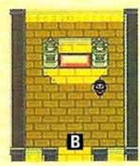
When you leave Violet City, you'll come to Route 36. You won't be able to progress very far along the route, however, because a weird treelike creature will be blocking your way. Your only choice will be to head down to the Ruins of Alph.

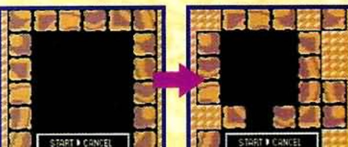
There seems to be a living tree blocking the way. It's actually Sudowoodo, a Pokémon. You'll learn how to get it to make like a tree and leave next month.





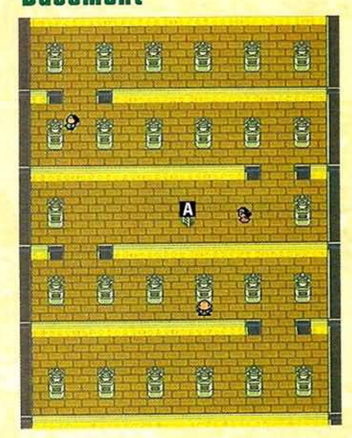
A Real Puzzler





Inside the small cave marked "B," you'll find a sliding stone puzzle. Solve the edges first, then complete the puzzle to see a picture of Kabuto.

Basement



Destination Unown

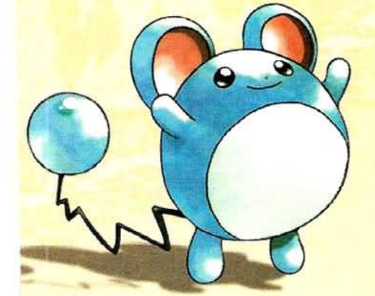


After you solve the puzzle, you'll drop into a hole in the floor. Once you've fallen, you'll be able to catch the Unown that appear among the ruins.

Pick Three



Try to catch three different-looking Unown, then talk to the researchers inside the Alph lab. They'll alter your Pokédex so you can keep track of the differently-shaped Unown.



The Silver Lining

This month's coverage of Pokémon Gold and Silver has come to an end, but there's more to come next month. Try to build up your team by catching as many Pokémon as you can and winning lots of battles with them. If you're a Pokémon Pro, there's lots of cool new stuff to discover—and if you're new to Pokémon, you've got even more things to learn! If you talk to every person, enter every building, and pick up every item you see, you'll be on your way to becoming a Pokémon Master.

Yeah Baby!! Gameboy has gone groovy!!











* Explore the Mojo Maze
* Beam your opponent a message via Infra-Red link!
* Link up with a friend/enemy for LINK PLAY!
* Multiply your grooviness with the Shagulator

If my game is too groovy, perhaps you might like this game for squares:











Legend of The River King 2™

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EVERYONE E CONTENT RATED BY ESRB

The good folks at Natsume who brought you Harvest Moon return with what can easily be called the deepest fishing game ever for the Game Boy Color. So strap on some plastic hip waders and start tying flies, because the Legend of the River King 2 is swimming upstream right now.

SOMETHING'S FISHY

There's trouble brewing, and only you can save the day. It seems that your friend Yuki's Heaven Stone has been broken in two and stolen. The halves reside with one of two evil gods—the River King and Sea King—and terrible earthquakes will wrack the land until they are reunited. You'll have to collect insects, dive for shellfish and, of course, fish to your heart's content to restore harmony.





You'll begin your adventure in the quiet solitude of the lake, which is a good place to get used to the fishing basics such as casting and reeling. Be sure to attack any wild animals you encounter. The more HP you build up, the farther you'll be able to cast. If you're looking for cash, try to catch a carp—most grow to a hefty size.

Catch a Canoe



Great boatmaker, lousy businessman. The old man will give you a canoe in exchange for a roach of any size.

A Flower for a Fox



Find a Pink Flower for the fox. He'll give you fried tofu for the ogre who blocks the way to the stream.



The Stream

You'll find a number of people who need assistance at the Stream, and if you help them, you just might receive some great fishing gear. You'll also discover a woodsman with a lost axe. If you can recover it, he'll build a bridge to the Summit. Once you receive the Lure Rod from a pair of star-crossed lovers, pick up the Spinner Lure and catch some carp. They grow big and strong in the stream.



A Carp For an Axe



The only thing worse than a woodsman with no axe is a fisherman without a floppy hat. Find the lake at the top of the map and give the girl who resides there a carp. You'll get the axe in return.

Get the Eight-Foot Lure Rod



The girl has roses and wants a violet. The boy has some fishing gear and wants roses to woo the girl. Appease all parties to get the boy's Lure Rod.

Picky, Picky



The same klutz who lost his axe also lost a pick. He'll give you his axe then ask you to track down the other wayward tool. If you toss the axe in the same pond where you found it, the Goddess will give you the pick.

The Moor

The fishing is great, and, best of all, the Hound of the Baskervilles isn't running amok on this moor. By the time you reach the Moor you should have a fly rod. Practice with it here, as it's the best pole in the game. Talk to the villagers for clues including the identity of the seven mysterious herbs the little girl in your garden keeps pestering you about. You'll locate the bait to catch the River King in the Moor also.



A Fair Trade



The young lass on the east bank will trade you a tasty cucumber for an icky Rainbow Trout. Get fishing!

Firefly Flyby



You'll need the G. and H. Fireflies before the old man will make you a lure to catch the River King.

Tout a Trout



Catch a tasty Brook Trout for the lady by the shore to get her 11-Foot Fly Rod. What a deal!

The Summit

The Summit is a small grotto far off the beaten path. The River King patrols the waters when it's raining, but since it hasn't rained at the Summit in years, you're going to need some help. Find the exasperated father and son duo on the north shore and exchange a catfish of any size for the 14-Foot Lure Rod. Once you have the big pole, head for the northeast waterfall and talk to Yuki.



From Stream

The Fish Are A-lure-ing



The man on the island in the middle of the summit owns a private fish pond, and he needs to stock it. Give him three Breams of any size to make his life easier.

Yuki's Challenge



Meet Yuki at the north end of the Summit. You must catch a larger brown trout than she does to advance.

Find the Palace at the Shore



Once Yuki is defeated, talk to him and gain access to the beach. Go there and save a turtle, then follow the turtle and dive to reach the underwater palace.

One for One



Bring the goddess a Cloud-Seed Slug to receive a true Cloud-Seed Slug.

Hail to the King



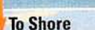
You'll find your flippered goal near the west bank of the Summit. Once the River King is yours, move on to the Ocean.



The Beach

Hit the beach, but don't plan on having time for volleyball and weenie roasts. You'll find the entrance in your mom's garden. Once you arrive, talk to all the villagers for important info, such as the best spots for shellfish diving. You'll receive a Surf Rod there, and if you rescue an abused turtle, he'll lead you to the true Cloud-Seed Slug. The Inn is only ten bucks—a great deal when you're tired.

From Home
Pearl Oyster
Black Snapper
Oyster
Rock Snapper
Sea Sculpin
Opaleye
Sea Bass
Surf Speedhead
Rockfish
Rainbow Runner
Puffer
Cloud-Seed Slug
Lancer Dragonet
Sea Sculpin
Rock Cod
Rockfish
Parrot Fish
Flounder



Call the ASPCA



You'll find bad kids in the game, including one who kicks turtles. Slip him some cash to make him leave.

Surf Rod's Up



Give a man a fish, he'll eat for a day. Give the lad in the rocks an Opaleye—he'll give you his Surf Rod.

Shell Games



Buy yourself a pair of flippers before you start diving, or you'll be spending lots of nights at the inn.

Hey, Mr. Turtle



You'll have to track down the shelled one—the little guy moves fast for a turtle. You'll locate him in the water on the right edge of the Shore, but you must get Dad's boat first.






The Shore

The sardines near the bottom end of the Shore bite like crazy. It's too bad they're all so small. Use your time at the shore to stock the cooler with a huge variety of fish. You'll also gain access to your father's fishing boat, which is sturdy enough to travel high seas your canoe can't. Get a P. Oyster for Dad first—Mom's mad at him.

A Lover's Spat



Dad's in the doghouse again. Give him a pearl to win back Mom's affections. He'll let you borrow the family boat.



A Dung Deal



You can't reach Oki Island at first—the waves are too powerful. Track down a Dung Beetle at the Stream to calm them.

Challenge the Old Man

To win the old man's challenge, you must catch a spearfish over 230 centimeters long. If you do, he'll give you a Trolling Rod that you can use to catch the Sea King.

The Ocean

The final stage you must tackle is the deep blue sea. The Ocean is chock-full of fish and mollusks, some of which grow to a size that would make the greatest fishing whopper seem tame. It will take all of your skill and the best equipment available to land the watery heavyweights.

Find the Cicada



Only a Late Summer Cicada will appease the Sea Captain. Find one and exchange it for the captain's Gorgeous Cruiser.

Scalloping Tickets



The Ocean mermaid knows where the old man is hiding, but she'll tell only in exchange for scallops. If you don't yet have flippers, buy some.





If it's an in-depth, challenging game you're looking for, and if you're the patient type, then River King 2 should be right up your alley. Combining over 50 types of fish, bugs and flowers, the ability to exchange your winnings with Harvest Moon 2 for the GBC, and compatibility with the Super Game Boy for all you old-school players, the Legend of the River King 2 is sure to keep you hooked.

ARENA are YOU game?

the CHALLENGEs



1

Pokémon Puzzle League
Gotta Stack 'Em All

For this month's Pokémon Puzzle League challenge, we're pulling out the stops. Literally. Go the distance with a Marathon round of puzzle solving and block busting in 3-D Mode. When you finally get a chance to take a breather, photograph your 3-D high score and send it in.



2

San Francisco Rush 2049
Bay City Stunts

Get rewarded for reckless driving by pulling off some SF stunts that would make a crash test dummy cringe. Set the time limit to 20 minutes, then pull into Stunt Track 2. Flip, skid, roll and, whatever you do, land on all four wheels to rack up an Arena-worthy high score.



3

Disney's The Little Mermaid II: Pinball Frenzy
Stunt Track 2

Go under the sea to rack up an unfathomable number of points using Melody's board and three balls set at dolphin speed. Flip those flippers (the pinball machine's, not the dolphin's), then send us a photo of your big Little Mermaid score.

TWISTED CHALLENGES

In Jet Force Gemini, how fast can you rescue all Tribals in the Rith Essa Mine without touching any Gems?

from David Alvarez, South San Gabriel, CA

In Tony Hawk's Pro Skater for N64, can you earn all five of the Warehouse's tapes in one run?

from Luke Ewert, Foreston, MN



Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Joshua Price, Prospect Hill, NC
Brian Quinn, Bethlehem, PA
Jason Rehfeld, Sioux Falls, SD
Robert Reinert, Ashburn, VA
Jeffrey Riaboy, Rowlett, TX
Jeremiah Rich, St. Louis, MO
Kevin Ries, North Bend, OH
Travis Rippstein, Phoenix, AZ
Jimmy Rishe, Morris Plains, NJ
Jeffrey Rogers, Spring Hill, TN
Nathan Rogers, Vandenberg AFB, CA
Paul Roop, Albuquerque, NM
Jonathan Rosenfeld, Federal Way, WA
Jacob Rueckert, New Ulm, MN
Juan Ruiz, Aguada, PR
Sopha San, Fresno, CA
Mike Schantz, Kings Park, NY
David Schnug, Pequannock, NJ

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Casey Helton, Durham, OR
Jonathan Hernandez, Mississauga, ON
Jason Hockensmith, Philadelphia, PA
Justin Holland, Temple, GA
Tim Holland, Cupertino, CA
Jeffrey Hollingsworth, Petal, MS
Billy Howe, Plymouth, MN
Patrick Huang, Oakdale, MN
Joshua Inglis, Bolingbrook, IL
Robert Jahoda, Wainscott, NY
Robert Jerry, Ardsley, NY
Brandon Johnson, Woodland, WA
Peter Johnson, Bettendorf, IA
Taylor Justice, Eureka, CA
Policarpo Kantun Jr., Highland, CA
Stacey Kelly, Kissimee, FL
Jeff King, Sherwood Park, AB
Eric Kissinger, Basking Ridge, NJ
Michael Krol, Carmel Valley, CA

STAR WARS: EPISODE I: RACER

Best Ando Prime Centrum Time (Vol. 123)
Dan Blickensderfer, Bloomington, IL 3:18.549

Best Aquilaris Classic Time (Vol. 123)
Johnny Duong, Buena Park, CA 2:22.049

Best Bumpy's Breakers Time (Vol. 123)
Dan Blickensderfer, Bloomington, IL 6:27.621

Best The Gauntlet Time (Vol. 123)
Aaron Cooper, Camlachie, ON 6:19.094

Best Howler Gorge Time (Vol. 123)
Johnny Duong, Buena Park, CA 2:36.613

Best Inferno Time (Vol. 123)
Calvin Higa, Seattle, WA 2:57.673



NP WimbleDonkey Kong Cup

If last issue's Mario Tennis tournament passed you by like an ace serve from Pete Sampras, you have a second shot to get in on the racket. This month's NP WimbleDonkey Kong Cup is the second tournament in Nintendo Power's exclusive Mario Tennis grand slams.

Follow the instructions to unlock the special tournament that's hidden in your game. You'll hit the court playing as the Shy Guy versus Donkey Kong in a Ring Tournament. Before the match's five-minute time limit expires, hit the ball through as many rings as you can (shots that DK hits through the hoops will count, too), then send us a photo of your results. The grand prize winner is the pro who turns in the highest ring total (in the event of a tie, the winner will be determined by a random drawing of all top scorers).

For your chance at netting some official Nintendo Power tennis gear, select Ring Tournament from the Special Games menu.

Hint: The game lasts five minutes regardless of how well you volley. If a ring is too hard for you to reach, miss a return on purpose to bring up a new formation of hoops.



At the Code Entry screen, type in 5G3LTQ5GN to unlock this month's special Mario Tennis tourney, the NP WimbleDonkey Kong Cup.



Playing as the Shy Guy, you'll have five minutes to hit the ball through as many rings as possible. Beware of your opponent, DK—he's an ace server.



At the end of the match, photograph your Result Passcode, then mail it to us so we can decode your stats and compare them to other readers' scores.

Mail your photos to:



Please write your ring total on the envelope!



1 Grand Prize:
A tennis racket and Nintendo case



20 Runner-Up Prizes:
A can of Nintendo Power tennis balls

Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, take a picture of your Result Passcode screen, then print your name, address, telephone number, and "NP WimbleDonkey Kong Cup" on the back of the photo and mail the entry to this address: MARIO TENNIS NP WIMBLEDONKEY KONG CUP, P.O. BOX 97085, REDMOND, WA 98073-9785. Enter as often as you wish. Entries must be received by 11/1/2000. NOA is not responsible for: (a) unclear photos, late, lost, illegible, misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 11/15/2000, winners will be determined based on the game data contained in their Result Passcode with judging criteria favoring the highest ring total. In the event of a tie, the grand prize winner will be determined by a random drawing of all top qualifiers. NOA will attempt to notify winners by mail by 12/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 11/30/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: A tennis racket and Nintendo case. Approximate retail value (ARV): $200.00. Second Prize: 20 entrants will each win a can of Nintendo Power tennis balls. Approximate retail value (ARV): $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright 2000 by NOA.

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is November 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.



21 Pokémon Salute!

To celebrate this month's release of Pokémon Gold and Silver, we're revealing far more Pokémon than ever before—21 all-new creatures, just for you! We're sure you've already checked out the in-depth Gold and Silver strategy section, but for your monthly dose of new Gold and Silver characters and their English names, you have to check out the Pokécenter! Stick with us every month as we give you pictures and names of many of the cool new Pokémon from Gold and Silver.

Sentret

Aipom

Mareep

Ampharos

Sneasel

Blissey

Sudowoodo

Quagsire

Murkrow

Unown

Heracross

Spinarak

Smeargle

Pineco

Steelix

Houndour

Stantler

Wooper

Sunkern

Hitmontop

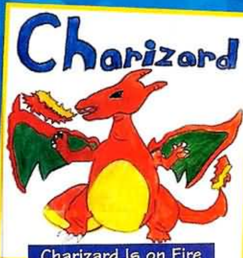
Miltank



Butterfreedom
Francisco Rojas
Chicago, IL



Aerodactyl Attacks!
Betsy Litman
Apple Valley, MN



Charizard Is on Fire
Megan Clark
Marion, IL



Slashin' Scyther
Daniel Doyle
Evington, VA

Ask the Professor

Greetings, Pokéfans. Professor Oak here. I'm very excited about the research possibilities now that Gold and Silver are finally available, but I always have time for your questions on any Pokémon-related game. Don't forget that you can e-mail me or any section of the Pokécenter at pokecenter@nintendo.com with questions or comments.

How do I defeat the card masters in Pokémon Trading Card Game for Game Boy?

With more than one deck. You don't have to battle the top four Pokémon Trading Card Game masters with the same deck, so you should hand-craft four targeted decks before you enter the Pokémon Dome to battle for the Legendary Cards. For Courtney, take a Water-type deck. To battle Steve, take a Fighting-type deck. Jack's team will fall to a Lightning-type and Fighting-type deck, while Rod's a pushover if you've got Grass-types and Lightning-types in your deck. After you beat the masters, you'll have to defeat Ronald, too, so take a fifth deck that has Water-types, Fighting-types and Colorless-types with you. Those Legendary Cards will be yours before you know it!



The four masters are tough, but you can use four different decks to defeat them.

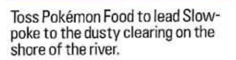


Courtney uses the Legendary Moltres Deck to battle. Use Water-types to defeat her.

Where is Slowbro hiding in Pokémon Snap?

It's in the River course—but Slowbro wont' be there at all until you make it appear. When you see the Slowpoke on the left side of the ZERO-ONE, you'll need to toss Pokémon Food in front of the creature to lead it to the clearing on the bank. When it reaches the food, it will slowly turn around and dip its tail into the water. A Shellder will pop out of the water and clamp onto Slowpoke's tail, changing Slowpoke into Slowbro! It takes a pretty long time for the transformation to occur, so start throwing the food early, then spin around to get a good shot.





Toss Pokémon Food to lead Slowpoke to the dusty clearing on the shore of the river.



After the transformation, snap as big a picture of Slowbro as you can manage then show it to me!

My team is unbeatable! Can you beat it?

Undoubtedly. My coworkers at the Pokécenter asked me to answer this question for them, and I am happy to oblige.

The Pokécenter gets many e-mails and letters with Pokémon teams for the Colosseum and other competitions. Many claim to be unbeatable, but that's just not possible. Every team has weaknesses, every team is missing something, and every team is beatable—including, quite honestly, the teams featured in Nintendo Power's strategies and Pokécenter's Colosseum.

It's that sort of unavoidable weakness that has put my friends in the Colosseum into a rough spot—most of the teams the Pokécenter receives are very similar to each other and feature six of the 30 or so most powerful and popular Pokémon, including perennial favorites Alakazam, Gengar, Dragonite, Zapdos, Moltres, Articuno, Nidoqueen, Mew and Mewtwo. The Colosseum's staff tries to pick teams that are well-balanced or interesting, or that feature unusual Pokémon, but what they don't try to do is pick teams that are invincible or "perfect"—because those teams don't exist.

Let's look at an example of an "invincible" team from this month's Colosseum and see if it can be beaten.

One thing that stands out is that several of the team members have weaknesses that overlap—Lapras, Alakazam and Zapdos could all fall to one Electric-type, especially if it had Thunder Wave to paralyze its opponents. Using type matches, you could choose a team with an Electric-type, a Grass-type, a Fighting-type, a Rock-type, an Ice-type and a Water-type to battle Eddie's team with no problems. And even if you had just three Pokémon—one Water-type, one Electric-type and one Fighting-type—you'd probably still be able to defeat Eddie's entire team.

Try to remember that just because a team has weaknesses doesn't mean it isn't a great team. Eddie's team is very good, but it isn't unbeatable. It can't be. All teams have weaknesses—they have to—otherwise the game wouldn't be very interesting, exciting or fair.

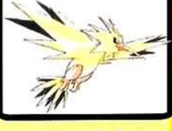
Also remember that it's easy to pick out weaknesses and prey upon them when you know what you're facing ahead of time, but if you don't know what's coming, it's not as simple. Eddie's team is a good one to use in many different situations, because it's very diverse, it has a good mix of offensive and defensive attacks, and it uses very powerful Pokémon with relatively high HP. Eddie could take on nearly any Trainer and have at least two or three Pokémon that could easily defeat two or three of the opposing Pokémon. But if the right Trainer came along with the diverse group of Pokémon types listed above, Eddie would probably lose. That's the way it goes in the Pokémon World.

Colosseum

As a service to our loyal Colosseum readers, we've started pointing out both the strengths and the weaknesses of each team. Every team has both!

Straight from Lenexa, Kansas—it's Eddie Fonner. Eddie's a very confident fellow who's also a good sport. He challenged the Pokécenter to find a team that could beat his, so we sent his team over to Professor Oak to examine in his column. Eddie says his team is "rather invincible," and we agree that it's pretty awesome. But as Professor Oak likes to remind us, no team is invincible. Eddie's comes pretty close, though.

Zapdos



- Thunderbolt
- Light Screen
- Thunder Wave
- Drill Peck

Eddie leads with his Zapdos. That could be a bad idea if his opponent also leads with an Electric-type, which Zapdos is vulnerable to. Eddie uses Light Screen to increase his defense against special attacks and Thunder Wave to paralyze his opponents, both of which are good ideas. Drill Peck is a powerful Flying-type move, and like many powerful moves, it misses quite often.

Rhydon



- Earthquake
- Rock Slide
- Double Team
- Rest

The thick-skinned Rhydon is a solid Ground-type choice—but its dual Ground-and-Rock-type makes it especially vulnerable to Water-types. Rock Slide and Earthquake are phenomenal attacks, and Earthquake in particular does plenty of damage when it hits. Double Team is helpful for avoiding attacks, but this Pokémon's strengths really lie with its tanklike toughness, which Rest works with beautifully.

Flareon



- Flamethrower
- Reflect
- Focus Energy
- Body Slam

Eddie's Flareon uses Focus Energy to increase the chances of a Critical Hit and Reflect to halve the power of physical attacks. All indirect attacks like Focus Energy and Reflect should be used only when your Pokémon has enough HP to survive long enough to benefit from the move. Flamethrower is a fantastic Fire-type attack, and Body Slam takes advantage of Flareon's high Attack rating.

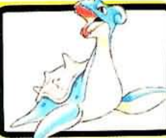
Alakazam



- Psychic
- Reflect
- Thunder Wave
- Recover

Eddie knows that Alakazam is one of the most powerful Psychic-type Pokémon in the game, and as with all Psychic-types, it should use Psychic. Reflect helps out with Alakazam's low HP, although it won't protect Alakazam from Electric- or Ice-type attacks, which are special attacks that are unaffected by Reflect. Recover is always good, because it restores HP. We can't argue with that!

Lapras



- Surf
- Blizzard
- Thunderbolt
- Confuse Ray

Lapras is a great Pokémon choice for several reasons—it's very tough, it can learn a lot of different attacks, and its attack and special attack ratings are pretty high. Surf and Blizzard play to the creature's strength, and are extremely powerful attacks to boot. Confuse Ray is a good move to have along, because any move that confuses, puts to sleep or paralyzes Pokémon is helpful.

Snorlax




- Ice Beam
- Amnesia
- Rest
- Harden

Normal-types are often neglected, but when they have the sky-high HP of Snorlax, they really shouldn't be. Rest is a natural for the snoozin' Snorlax, and Eddie throws in Amnesia, which raises its meager Special Attack rating. Eddie also uses Harden, which raises Snorlax's defense and seems like overkill for a creature that has HP to spare even though HP and defense are not the same thing.

Gallery

Leapin' Gyarados
Dmitri Frolon
West Hills, CA

Magic Dragon
Laura Piccirillo
Wantagh, NY

Pidgeotto Portrait
Jesus Castano
Morristown, NJ

Legendary Pokémon
Peter Zhang
Montclair, NJ

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Pokéchat

We've got a lot of great stuff to chat about this month, including interesting news on Pokémon Gold and Silver and the Pokémon TV show. But if there's something bugging you that you just can't find the answer to, dash off a letter to your pals at Pokéchat. We're here for you!

Q: I was playing Pokémon Stadium with Starmie, and it fell asleep and started snoring. But it doesn't have a mouth that I can see! How is it snoring?

A: *The animated Z's are meant to suggest that the Pokémon is asleep, not that it is snoring, necessarily, although it might be—especially if it's a Snorlax. We're pretty sure some Pokémon talk in their sleep, some grind their teeth, and others sleepwalk! As for Starmie's mouth, it probably has one somewhere. Then again, Pokémon are not like normal animals in our world, so who knows? Think about Magnemite, for example. Where are its eyes, nose, feet, hands, ears and mouth?*

Q: Will Pokémon Gold and Silver be compatible with Game Boy Pocket and the original Game Boy?

A: *Yep—and with Game Boy Printer, too. The game is optimized for Game Boy Color, which means that unlike Pokémon Red, Blue and Yellow, Gold and Silver are drenched with lots of color to take advantage of the Game Boy Color's capabilities. Somehow, though, you can still play the games on your original Game Boys, in several stunning shades of gray.*

Q: The *Pokémon the Movie 2000* preview in Volume 135 said there wouldn't be any more episodes in the Orange Islands! But Ash isn't done there! What happened?

A: *The title of Reason #35 is "The End of the Orange Islands," and it says "...there won't be many episodes that are set in the Orange Islands." In September, a handful of action-packed episodes with Ash, Misty and Tracey in the Orange Islands were shown. This month, the Gold and Silver episodes begin.*

Q: I'm in shock about Brock! Is he ever coming back?
What's up with Gary? I thought he was Ash's Rival!
I miss a lot of the characters from the Pokémon TV show!
The Pokémon TV show isn't the same now that they're in the Orange League!

A: *As readers of the Pokécenter know, we, too, loved Brock. Gary is...well, he's OK. He's a bit too impressed with himself for our tastes, and the Orange League episodes were very different from the earlier episodes. But if you really miss characters like Gary, Brock, and other old faves, you should make it a priority to watch the new episodes of "Pokémon" on the Kids' WB which have already started. Who knows what could happen?*

Q: What about all us Team Rocket fans? There aren't many of us, but we're out here!

A: *We give up. What about you? Is this some sort of Team Rocket-type trick to confuse us? Actually, Team Rocket is very popular, or so they keep telling us.*

Q: Are Mewtwo, Zapdos, Moltres and Articuno going to be found in the wild in Pokémon Gold and Silver?

A: *No. The Pokémon Red, Blue and Yellow games' storyline is continued in Gold and Silver. Each one of the creatures appears only once per game in Red, Blue and Yellow because they are one-of-a-kind, and they don't appear at all in Gold and Silver, for the same reason.*

Q: What is the difference between attack and special attack? I'm confused!

A: *It is confusing, no question. We'll call the non-special attacks "normal attacks" to avoid confusion. Normal attacks are any attacks that are Fighting-, Poison-, Ground-, Flying-, Bug-, Rock-, Ghost-, or Normal-type in nature. Special attacks are attacks of the types leftover: Fire-, Water-, Electric-, Dragon-, Grass-, Ice- or Psychic-type attacks. Your attack rating will tell you how powerful your Pokémon's normal attacks will be, and your special attack rating will tell you how powerful its special attacks will be. Some moves, like Reflect or Light Screen, defend your Pokémon from certain types of attacks—Reflect protects Pokémon by lowering the damage done by a normal attack by 50%, and Light Screen offers the same protection from special attacks. Other moves can increase your special attack or normal attack rating, and still others decrease your opponent's special attack or normal attack ratings, instead. Got all that?*

Q: The man in Celadon City gave me a diploma after I caught all 150 Pokémon. What can I do with it?

A: *Not much. It's your reward for the hard work it takes to catch every single Pokémon that can be caught in the game. It might seem strange to pick up an item that doesn't help you control, heal, power up or evolve Pokémon, but that's exactly what you do. You should be very proud if you have the diploma!*

Send all Pokécenter e-mail for Pokéchat, Colosseum, Ask the Professor or Hot off the Press to pokecenter@nintendo.com. We're always excited to hear from you.

Hot off the Press

Before you put on your Brock or Misty outfit and head out to Trick-or-Treat, check out these amazing Pokémon costumes sent in by some real Pokéfans! No tricks here—just lots of treats!

DRESSED TO THRILL

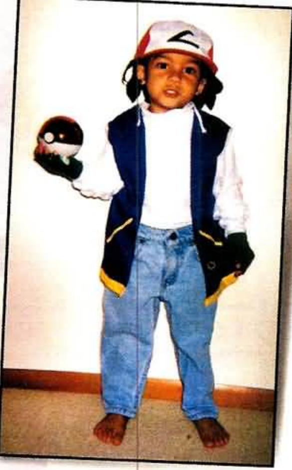
We know it's a little late in the game for you to be picking out your costumes for the next party or event you're going to, but if you still don't have a costume and are really, really talented, you can take a cue from some very cool people who decided to go all out with their Pokémonumental costumes!



The Anderson Family went all-out for Halloween with some really cool Pokémon costumes. Kellen Anderson looks ready to rumble as Hitmonchan, and the costume is a real knockout! We're wondering how Kellen manages to hold a trick-or-treat bag with those gloves on, though.



Corey Anderson chose to dress up as one of the true superstar Pokémon, Starmie.



Nicholas Anderson makes a fine, if diminutive, Ash Ketchum, with a costume that features a Pokémon League hat and a Poké Ball.



Hey—this kid's not an Anderson! He's Quinn Villarreal, and his Tia Jenni is one of the most dedicated Pokéfans on Nintendo Power's staff. Quinn's first word was "Pikachu." Okay, maybe not.

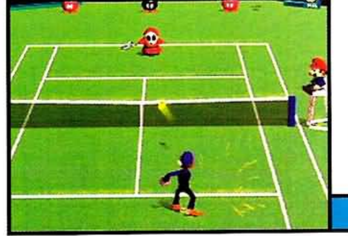
For more Pokémon news, be sure to check out www.pokémon.com!



Mario Tennis

HOW DO I UNLOCK HIDDEN CHARACTERS?

Mario Tennis boasts 14 beloved or semi-beloved Nintendo characters to choose from at the start of the game, so there's no real need to unlock more players. What's that? You wouldn't mind a couple more characters on the roster? All right, you can have them, but you'll have to work to earn them. You get one character each for beating the two tournament modes. You'll be able to play as Shyguy after tearing up the brackets and rackets in the Singles Tournament. He's a technique specialist—like Daisy or Waluigi—who exhibits excellent shot placement on the courts. DK Jr. is your prize for beating the Doubles Tournament. Unlike his human counterpart, Baby Mario, DK Jr. isn't particularly quick on his feet. Instead, he inherited incredible power and a potent service game from DK Sr. Keep him near the center of the court to avoid missed shots.



He may not be very fast—or powerful—but Shyguy wields a mean racket. His superior technique helps him place winning shots.



Jr. has all the power of DK Sr. in a smaller package. His monkey muscles power super serves and blazing baseline shots.

HOW DO I OPEN NEW TENNIS COURTS?

All of the major tennis court surfaces are at your disposal in Mario Tennis: clay, grass, hard, composition and, of course, teetering rock slab. There are three more special courts that you can play on, but you need to win the first Singles Tournament cup with specific characters to unlock each of them. Win with Mario to unlock the Mario Bros. Court, which allows for fast ball speed and weak bounces. If Yoshi takes the cup, you'll get the Baby Mario & Yoshi Court with superfast ball speed. A DK victory unlocks the Donkey Kong Court. It gives you the biggest bounces of any surface.



The Super Mario Bros. Court isn't necessarily better than some of the standard courts, but its cool markings make it worth winning.



Speed freaks will enjoy the Baby Mario & Yoshi Court. It provides the fastest ball speed in the game, but the bounces are weak.



If you don't want to monkey around with speed shots, try the Donkey Kong Court. Its surface allows for the strongest bounces.

Kirby 64: The Crystal Shards

WHAT'S THE BEST WAY TO DEFEAT THE TREE BOSS?

Wouldn't it be nice to relax beneath the shade of a tree on the planet Pop Star? It would be, but that's not going to happen while the tree is trying to destroy you. The leafy boss at the end of the first planet will send his smaller minions to pound your pink pal, so prepare yourself by absorbing an enemy's special power before the bark bludgeoning begins. If you don't have a special power, you'll have to regurgitate the apples dropped by the large tree to stop the three smaller trees. When they're gone, repeat the process against the roots.



A special power like Fire and Cutter will make your life a lot easier when you face the tree boss on the final stage of the planet Pop Star.



Watch the boss's health meter as you attack its roots—and they attack you. Take out the roots to earn a Crystal Shard.

HOW DO I FIND THE SECOND SHARD ON ROCK STAR STAGE 4?

The inverted black pyramid on Rock Star will yield a Crystal Shard if you can solve its simple memory game. You need to use a special combo, however, to see what you need to remember: three pictures painted by your sweet friend Adeleine. Swallow a combination of a Bomb and a Spark to illuminate the room where Adeleine is painting. After you see the pictures, exit the room from the right side then stand on the blocks that match her artwork.



Adeleine is consumed by an insatiable artistic fervor. Witness her furious painting by lighting the area with a Bomb/Spark special combo.



Step on the blocks that match Adeleine's pictures then press Down on the Control Pad to garner a Crystal Shard.

HOW DO I DEFEAT THE ORCA WHALE?

Whale, ho! Kirby must take on a resilient maritime mammal on the final stage of Aqua Star. The pink puffball is harpoonless but not helpless—the orca whale continually tosses out items that Kirby can inhale then exhale as projectiles. Continue to hurl objects at the whale while avoiding the spiked balls it spits in retaliation. When the whale beaches itself, inhale and exhale rocks at it to cause further damage. After the whale explodes, swim up to prepare for its resurrected form. The second time around, the whale will spit torpedoes at you. Spit them back to bring the boss to an explosive end.



The whale throws out useful objects to use against it, but it also spits out spiked balls. Give the puncturing projectiles a wide berth.



You'll have an advantage of sorts when the aquatic creature runs aground. Exhale the rocks at it while you have the chance.



Return fire with the whale's own torpedoes. You can also use the Cutter power by exhaling a fish into another fish for a special combo.

Donkey Kong 64

HOW DO I REACH THE BANANAS AT THE TOP OF THE MACHINE?

Frantic Factory may be a busy place when you first arrive, but it will need to get a lot busier before you'll be able to reach the bananas near the top of the machine. The metal monstrosity will sit idle until DK hits the activation lever in a different part of the factory. Like everything else in manufacturing, the process begins in R&D. Find the chute that leads to the Production Room then jump down. Shoot the Coconut Switch to open the door to a corrugated steel shack, then use the Gorilla Grab on the switch.



All the Kongs will want to get to the top of the machine for bananas, but only DK can start it up. The Power switch is in a room in Production.



Once the Machine comes to life, a large, rotating platform and several conveyor belts will help you reach bananas and other prizes.

HOW DO I HELP THE WORM IN FUNGI FOREST?

Usually it's the tomatoes that need protection from the worms, but just about everything is a little askew in the Fungi Forest. Chunky Kong will come across an invertebrate being terrorized by a gang of rotten tomatoes. Never mind that the worm is living *inside* a tomato, you cannot abide bullies. Transform into Hunky Chunky in a Kong Barrel then start making tomato juice with your fists. When the tomatoes are gone, carry the worm's home to a cleared area near the tree house. Drop it on the tomato picture for a golden banana.



Chunky won't stand a chance against the saber-toothed tomatoes until he hops into the Kong Barrel to become Hunky Chunky.



While you are still a Hunky Chunky, carry the worm's tomato/house to a clearing near the entrance to Fungi Forest.

HOW DO I STOP THE STALACTITES FROM FALLING?

Stalactites will rain down on you in the Crystal Caves and create Kong kabobs until you send Tiny to fix the problem. A fanged fiend with a club is the source of the deadly downpour—he loosens the spikes until they detach and fall to the ground. After Chunky drops a boulder on a switch, an ice dome will shatter, exposing a Tiny Pad. Use the Tiny Pad to Monkeyport up to a high point in the cavern where the helmeted hellion is wreaking havoc. Charge up to administer a Super Slam before he brains you with a blunt instrument. You can also defeat him with a Saxophone Slam.



Chunky needs to drop a boulder on a switch to expose a Tiny Pad before the wee ape girl will be able to end the hail of spikes.



Tiny should visit Cranky to get the Monkeyport potion before she attempts to stop the stalactites. She'll need it to reach the club creep.

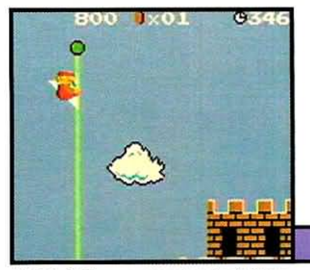


Super-Slam the blustering bad guy to make the cavern relatively safe. If you don't want a direct confrontation, use the Saxophone Slam.

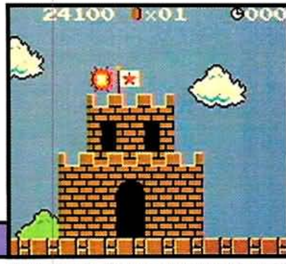
Super Mario Bros. Deluxe

WHY DON'T I GET THE FIREWORKS AFTER EVERY LEVEL?

If you're anything like the fun-loving people at Nintendo Power, you love fireworks—particularly if each colorful blast provides you with 500 points in Super Mario Bros. If you've seen the fireworks but never knew why they appeared, look at the game clock when you complete a level. You'll discover that only time will tell whether you get your fireworks or not. Touch the flag pole when there is a 1, 3 or 6 as the last digit of your time to watch the spectacle unfold. If you end on another number, you'll be out of luck. You get one explosion if you end on a 1, three if you end on a 3, and 100 if you land on a 6. Just kidding—you get only six.



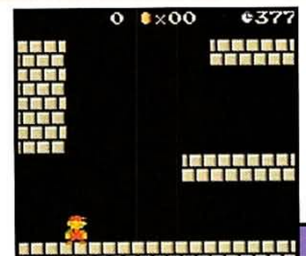
Wait for it! Time your touch on the finishing flagpole so you have a 1, 3 or 6 as the last digit in your game clock.



It's the fourth of July, only better. You don't get 500 points per explosion on Independence Day.

HOW DO I GET THROUGH THE LEVEL SEVEN MAZE?

Back in 1985, thousands of Mario fans tore their hair out trying to get through the Level 7 maze. Don't fall victim to the same diabolical maze on Game Boy Color. At the start of Level 7-4, take a right past the two falling platforms. Go down the bottom path, then the middle path, then the top path. Continue down the top path, jump to the short platform, then take a right to drop down to another platform. Walk left to drop down to the ground then walk right until you can jump up to a long middle platform. Jump from the end of the platform to the top-right platform then walk right to drop down to another platform. Go left to jump to the ground then go right. Leap up to the top-left platform then jump right and up. Move right to meet Bowser.



Drill this into your memory: bottom, middle, top. Follow those paths, Grasshopper—you will not get lost, at least not for a while. You still have to negotiate a mess of platforms.



Your reward for a job well done is a battle with Bowser. Keep moving right when you get to the final platform. He may mistake you for a nail, but you can give him the axe if you don't like his hammering.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

BEETLE ADVENTURE RACING

Q: What do I get for collecting all the point blocks on a track more than once?

A: Nothing.

Q: How do I do the spinning jump trick from the opening demo?

A: Hit the bottom C Button at the top of the jump.

Q: I'm getting Bonus Blocks. Why doesn't anything happen?

A: You need to get them in Championship Mode.

TOMB RAIDER (GBC)

Q: Can I save more than one game?

A: No. There is only one game file.

Q: How do I jump off a slide?

A: Press the Control Pad in the direction you want to jump then press the B Button.

Q: Is there a limit to the amount of ammo and the number of Medipacks I can carry?

A: You can carry up to 99 of each.

HEROES OF MIGHT AND MAGIC

Q: Why won't the game let me recruit?

A: You may not have enough money and supplies, or the army may be full.

Q: Why can't I make the people move?

A: They probably need to rest. Don't be a slave driver.



Everything old is new again, as we continue our coverage of Enix's re-released Dragon Warrior saga for Game Boy Color. Let us tell you about the days of high adventure!

Two Good

If Dragon Warrior alone was not enough to slake your thirst for role-playing excitement, the much larger sequel, Dragon Warrior II, is on the same Game Pak. As we did last month with DW I, we're providing numbered tips to guide you on your quest to defeat a sorcerous usurper named Hargon. Caution: Always try to save in a town or castle. A "town save" is permanent, while a "field save" is not. If you start from a field log and then turn off your game before saving again, you'll revert back to your last town save when you restart.



Princely Pursuit

Brave though you are, you don't yet have the power to take on the evil Hargon alone. Your first task is to find an ally or two, and who better to fight beside you than other descendants of the great Loto? Begin your crusade by recruiting your distant cousins, the Prince of Cannock and the Princess of Moonbrook.



1 Cannock Castle

The star on the world map marks your home, the kingdom of Lorasia. Look for the prince in Cannock, a kingdom to the northwest, marked by the number 1 on the map.

Kingly Advice



Explore Cannock thoroughly and speak to all the townsfolk before you visit the King of Cannock in his citadel. He'll tell you that the Prince has gone on a journey of his own, to the Hero's Spring. Like your own father, Cannock's ruler can save your game for you.



2 The Hero's Spring

Unfortunately, you'll just miss the Prince at the spring, but at least you'll gain valuable experience during your trek. After the sage heals your wounds, head back to Lorasia to give your father an update.





3 Leftwyne

The Prince will again be two steps ahead of you. You'll just miss him at Lorasia, but you can catch up with him at the inn in Leftwyne.

The Prince



Your cousin can't match your skill at arms, but his magical abilities (and extra carrying capacity) will be invaluable in the battles to come. Spend a little time building experience before venturing to the Lake Cave.



4 Lake Cave

You'll find an AGL Seed, a Life Acorn and other rare treasures in the Lake Cave. On the maps at the right, the matching letters mark a stairway that leads from one level of the grotto to another.





Royal Retriever

With his dying breath, a soldier of Moonbrook tells you of the destruction of the kingdom and the disappearance of the princess. Although the situation is grim, you can't let despair blunt your resolve. Work your way up to experience level nine, and then proceed to Moonbrook as fast as you can to search for the princess.



5 Lora's Gate



Named for the bride of Loto, Lora's Gate is the portal to another continent. The guards won't open the way unless the prince is with you. Once you're in the tunnel, take the right-hand path and then proceed south.

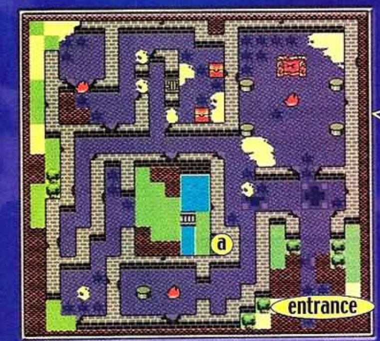
6 Hamlin Town

A few spells and sword strokes should see you through the tunnel safely. When you're above ground again, keep moving south until you find Hamlin, where you can rest your weary bones and upgrade your weapons.



7 The Ruins of Moonbrook

From Hamlin, proceed south and then southwest (crossing two bridges along the way) to reach Moonbrook. Talk to the spirit fires to learn the dire details of what happened to the kingdom and to the princess.





Last Gasp

The lone survivor will reveal clues to the princess's current whereabouts. Be wary of the dark patches of ground around him and all about the castle. They're poisonous, and walking on them is definitely hazardous to your health.

8 Lar Mirror



You're close to solving the case of the disappearing damsel, but you must locate a special item first. East of Moonbrook, you'll find a poisoned patch near two bridges. Search the upper-right corner of it (stand still and press A) for the Lar Mirror.



Water Seal

You'll be doing a lot of backtracking during your quest. For example, once you have both the Gold Key and the Jail Key, you must return to Hamlin to win the magical Water Seal.



Pug to Princess

Back in Hamlin, look for the stray dog on the north side of town. Face the dog and "Use" the Lar Mirror on it. If you accidentally talk to the dog, leave and then reenter town and try again. Amazingly, the pug-ugly pooch will be restored to her true form: the lovely and formidable princess.

Cloak of Wind

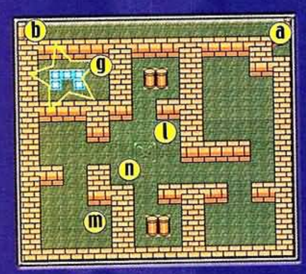
Before you leave Hamlin in search of the legendary Cloak of Wind, talk to the sage to save your progress, and then play the slot game. Try to win Wizard Wands for the prince and the princess. If you lose, turn off your game, restart and try again.

9 Tower of Wind

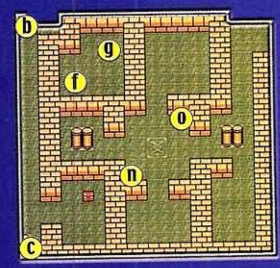
Go east from Hamlin but don't cross the bridge. Instead, go north and then east around the mountains. Follow the path south and then west to the Tower of Wind. Search within for the Cloak of Wind and other treasures.



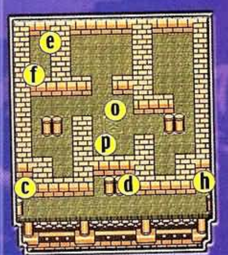
Floor 1



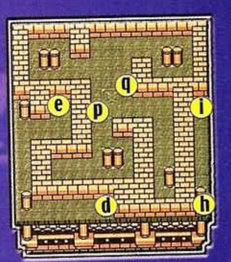
Floor 2



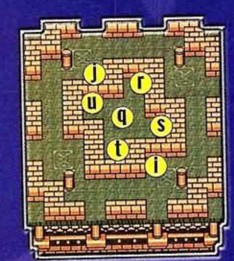
Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

10 Flight of Fancy

Southwest of Hamlin is a tunnel to the next continent. In the new land, go north to the Drakhorn Towers—twin spires on opposite sides of a canal. Climb the south tower. On Floor 6, equip the Cloak of Wind and step off the north edge to float across the canal.



Floor 1



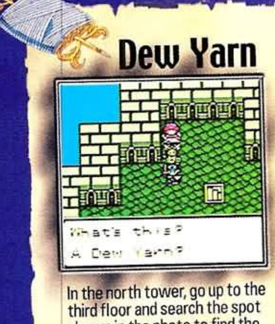
Floor 2-5



Floor 6



Floor 7



Dew Yarn

In the north tower, go up to the third floor and search the spot shown in the photo to find the Dew Yarn. By then, you may need a break from your endeavors. Drag your spoils and your aching bodies northeast to the bustling town of Lianport.



Unlocking a Mystery

Your expedition kicks into high gear with a series of adventures spanning the known world. The point is not to gather frequent traveler miles on the Medieval Cruise Line, but to collect resources needed to battle Hargon. Hint: If you travel off one edge of the map, you'll reappear on the other.

11 Lianport

The cloak can't carry you over long distances, but if you save the young woman from demons, her grandfather will give you the use of his ship.



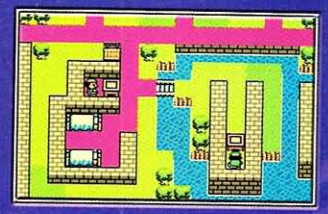
12 Under the Sea



Before you leave Lianport, visit the merchant in the warehouse on the south dock. He'll tell you of his recent shipwreck. If you find and return his goods to him, he'll reward you generously.

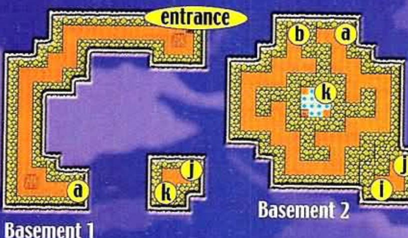
13 Tantegel Castle

Make the next pit stop at Tantegel Castle. Unlike the princess's father, who gave his life selflessly to protect Moonbrook, the cowardly King of Tantegel has gone into hiding.



14 Charlock Castle

The castle called Charlock is chock-full of treasure, including the Loto Sword and World Map. Unless the prince knows the Stepguard spell, the glowing tiles that guard the map will injure you severely.



Basement 3

Basement 4

Basement 5

Basement 6



Basement 7

15 Osterfair Castle

After you make a pact with Draco Lord's great-grandson at Charlock, proceed to Osterfair Castle. Accept the king's challenge to fight for the mysterious Moon Seal.



16 Zahan

Dogs really have been your best friends so far on your journey. In the isolated island village of Zahan, follow the clever canine. He'll point out the Gold Key's resting place.





Gold Key

The Gold Key opens many doors, but you may want to wait until you have the Jail Key, as well, before backtracking around the globe.

Loom

Once you have the Jail Key and John has learned the Stepguard spell, return to Zahan to retrieve the Holy Loom.

Hunt and Gather

In return for your promise to defeat Hargon, Draco Lord's descendant told you about five mystic Seals. You have the Moon Seal, and the Loto Seal is behind a locked door in Lorasia. Be nice and say "Hi!" to Dad before you move on.

17 Fire Shrine

You'll find the Sun Seal just outside the Fire Shrine. The portals inside the shrine can transport you far across Alefgard in an instant.





18 World Tree

Search the World Tree to obtain a World Leaf. You can carry only one at a time. Its tremendous healing properties will come in handy during a future crisis.

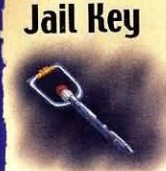


19 Wasted away Again in Welgarth

The better armor in Welgarth will be out of your price range for the moment, but you'll earn more than enough in the battles to come to outfit yourselves in style.



Jail Key



Go to the Item Shop to purchase the Jail Key. Highlight the empty spot on the item list and press A. The shopkeeper will be beside himself, but he'll sell you the key to keep you quiet.



Dam Key

Search the back of the cell on the right to find Lagos the Thief. Talk to him to receive the Dam Key.



20 Take a Turn through Tuhn

To find Tuhn, you must travel partway by river and partway on foot. Give the Dew Yarn and Holy Loom to Don Mohame. Come back later to receive the Water Robe.



Open the Dam



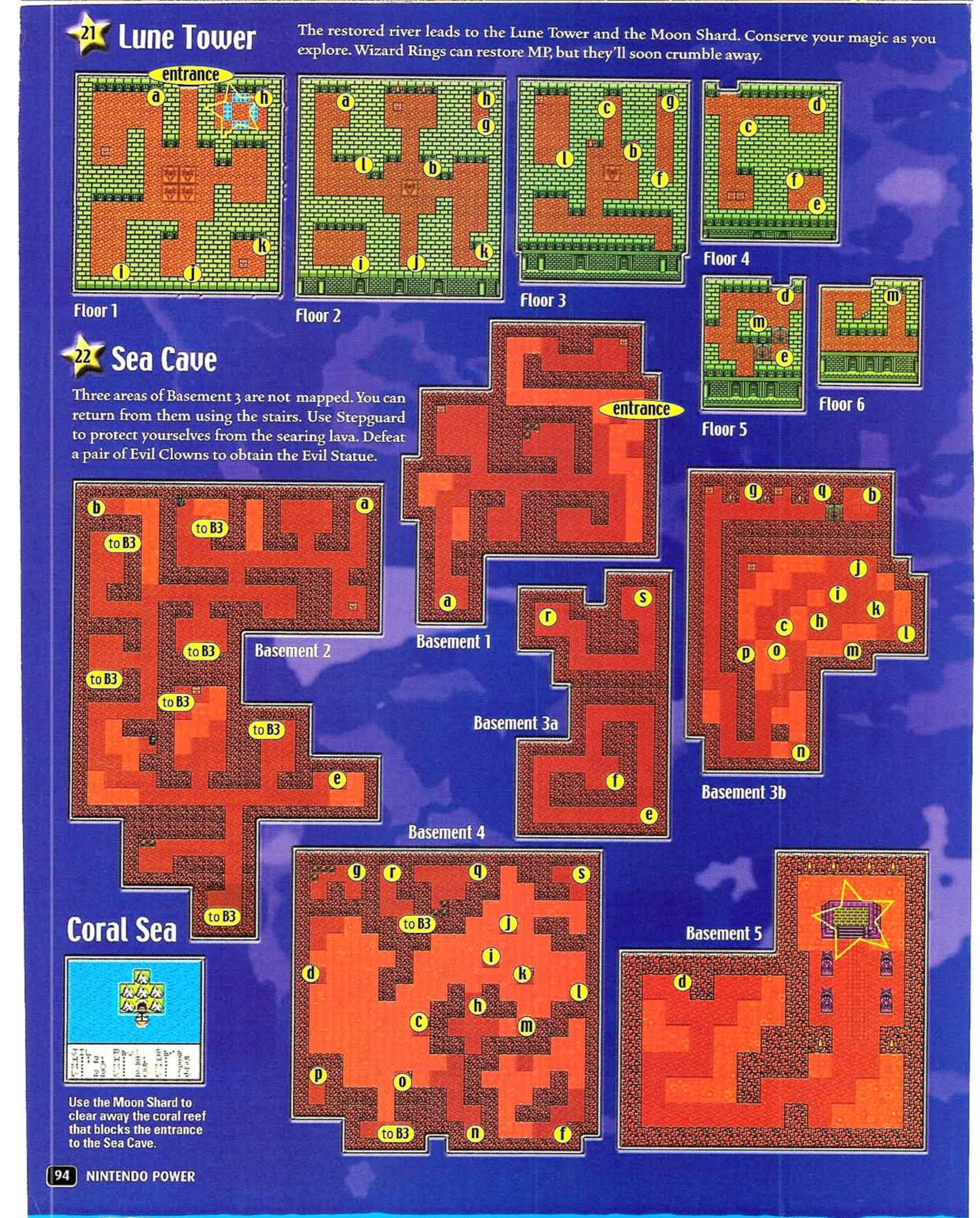
The river to the south of Tuhn has dried up completely, but there's plenty of water in the city's reservoir. Open the dam on the north side of town to let water into the riverbed.



Walk around the outside of the inn and go north. When you see the man (you don't have to talk to him), turn left. Keep going until you find the building next to the reservoir.



Open the door and go down the steps. In the basement, stand in front of the keyhole and Use the Dam Key to open the floodgates. Exit the town and make your way back to your ship.



21 Lune Tower

The restored river leads to the Lune Tower and the Moon Shard. Conserve your magic as you explore. Wizard Rings can restore MP, but they'll soon crumble away.

22 Sea Cave

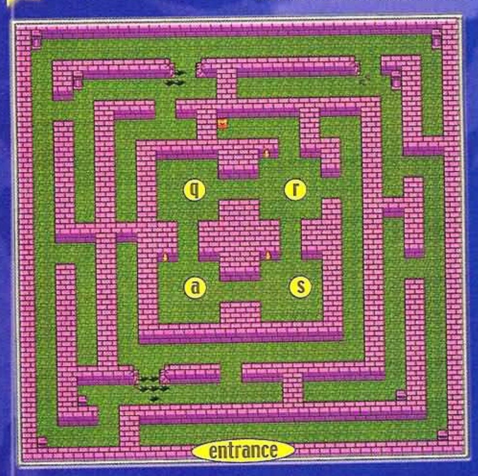
Three areas of Basement 3 are not mapped. You can return from them using the stairs. Use Stepguard to protect yourselves from the searing lava. Defeat a pair of Evil Clowns to obtain the Evil Statue.

Coral Sea

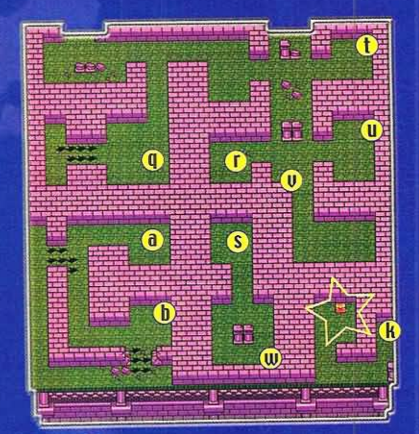
Use the Moon Shard to clear away the coral reef that blocks the entrance to the Sea Cave.

23 Lighthouse

The lighthouse once served Alefgard's inner sea. Now it sits abandoned—or does it? The old man on the seventh floor claims to know about the Star Seal, but does he also hide a deadly secret?



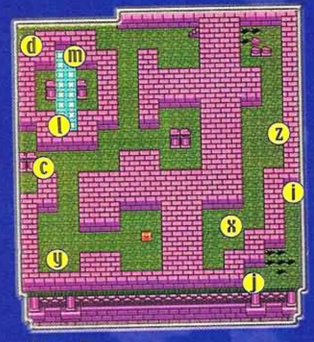
Floor 1



Floor 2



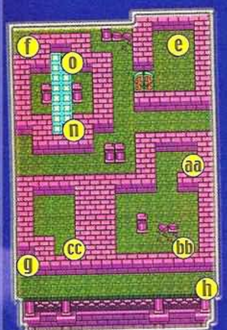
Floor 3



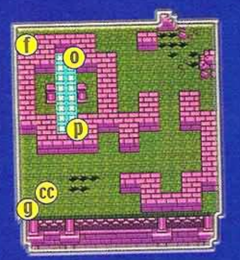
Floor 4



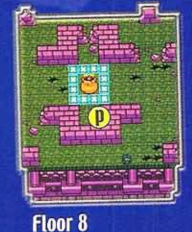
Floor 5



Floor 6



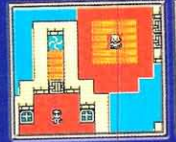
Floor 7



Floor 8

24 Beran's Gate

There is but one seal left for you to find. The launch point for the mission is the town of Beran in the southwest reaches.


If the prince falls ill, cure him with the World Leaf and then use the portal in the local temple.


When you reappear, walk down to exit the portal room, then go west. Use the Evil Statue to open a cave.

25 Cave to Rhone

The cave holds the Life Seal and the Thunder Sword. Grab the seal from the basement, leave to fetch the Rubiss Charm, then return. There are hidden holes throughout the cave, which we've revealed on the maps. Beware—some paths in the maze "repeat," warping you in endless circles.

26 Rubiss

Claim the Rubiss Charm from its island shrine, then return to the cave. Search for the sword in a corner of a large, empty chamber.



Fire & Ice

The starred staircase on the sixth floor of the cave leads to the icy frontier of Rhone, Hargon's floating plateau. Find the sage that can heal you and save your game, then proceed to Hargon's citadel. Your destiny—and the fate of the world—awaits!

Final Conflict

Hargon's fortress will be a dead ringer for Lorasia Castle. Use the Rubiss Charm to disrupt the illusion, then go look for the bad boy himself. If you defeat him, you'll face an even greater peril.



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C·Peru
D·Zaire
Select-Lifelines B-walk away
Use all 3 lifelines–Ask the Audience, Phone a Friend, or 50/50
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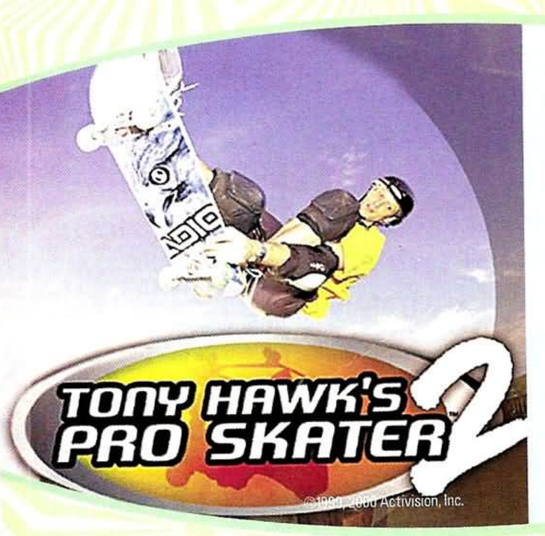
One entry per household. Entries must be received by 11/1/00. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 11/15/00, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 12/15/00. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 11/15/00) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One (1) entrant will win a trip for two (2) to London, a Quest packet, "Sword of the Black Knight" (from Ogre Battle 64) engraved with the Ogre Battle Logo, a $500 (US$) shopping spree in London and an Ogre Battle 64 Game Pak. Approximate Retail Value (ARV) of prize package is $5,500.00. Actual dates of trip to be determined by NOA. If under 18, winner must be accompanied by parent or guardian. Second Prizes: Five (5) entrants will each win an Ogre Battle Jacket and an Ogre Battle 64 Game Pak, ARV: $100.00. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, loses or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

Game Boy a-Go-Go



Tricks & Treats

First off: Happy Halloween! Second, we'd rather not smell your feet, so put those stinkers back in your socks and accept a bagful of tricks instead. We just hope you like sequels, because five of October's GB a-Go-Go games are second efforts, including parts two from skater, Hawk, and gator, Croc. If sequels aren't your bag, please don't retaliate against this column like you'd do against the neighbor who hands out raisins to trick-or-treaters—a magazine draped in toilet paper with pages splattered with egg yolk isn't very useful.



Back on Board

In his second skating run for GBC, the chairman of the board busts out bigger moves in a stunt game that's closer to the N64 version of Tony Hawk's Pro Skater than the first GBC game, which gave you a hawk's-eye view of the courses, so you never got the sense of catching air when riding. In the smarter sequel, the high-flying action is side-scrolling, plus the game reincorporates the objective-based trickery that made Pro Skater such a monster hit. To become a monster skater, begin by buying the Type C board that'll compensate any rider's weaknesses.





Hit the Deck



Pro Skater 2 sports seven courses, including the School, the Hangar and NY City. In Career Mode, you'll roll through the courses to earn cash that you can use to buy your way into more exclusive areas, like Skate Heaven and Venice Beach.





Places to Go...

You begin Career Mode with $10,000 in your cargo shorts. Buy the Type C board, then keep the change so you can use it to enter a locked course. By riding in one of the unlocked areas, Skate Street, you can easily earn extra cash.



...Things to Grind

Like Pro Skater for the N64, Pro Skater 2 gives you a trick list to try on the road. Every course throws four objectives at you, and you have two minutes of riding time per run. Once you've completed all of a course's objectives, check the Photo Album at the main menu to see what action snapshot you've unlocked. If you have a Game Boy Printer, you can print out the skater pics (as well as the passwords) you've earned.

Street Smarts

Since you don't have to check off all four of a course's objectives in a single run, concentrate on racking up 10,000 points and tackling low-scoring tasks (like grinds) on separate go-rounds. As long as you don't get sidetracked or take too many tumbles, you should be able to bust out the necessary moves before time runs out.



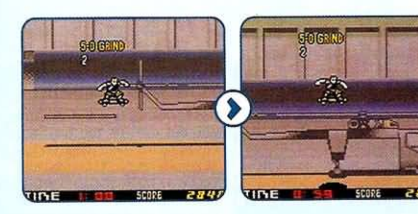
Pro Dough

When you complete an objective for the first time, you'll win cash. You can also earn some extra money on the side by skating into the dollar bills that float in choice spots in the courses. Most of the ten and twenty spots float overhead, so bust out a basic ollie to fatten your wallet.



S-K-A-T-E

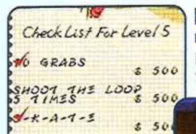
Every level contains five letters. Breeze through them to spell "SKATE" and fulfill one of your objectives. Like money, the letters float in the air, but they're usually located in harder-to-reach spots. If you hit A to catch air while grinding or leaving a ramp, you should be able to nab them.





The Daily Grind

You can grind just about any object in the game. If you see a horizontal line in the background, chances are it's something you can grind. In the Hangar, you can grind the chopper by hopping onto the railing by the craft's tail. Take a flying leap off the rail to slide across the chopper's rotors.



Shoot the Loop

For $3,000, you can enter Pro Skater 2's Bullring, where you'll find the loop-the-loop. You can't bust out any tricks to earn points while shooting the loop, but if you take five spins through it, you'll complete one of the course's objectives. Use the nearby ramps to build up speed for your approach.



Big Air, Big Points

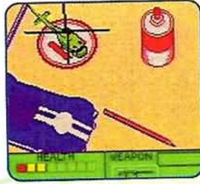
Your best chance for scoring points is when you're in the air. To maximize your air time, don't press anything when you ride off a ramp. Once you've flown straight up, string together a sick combo by rapidly tapping A in conjunction with the Control Pad.



Sarge's Second

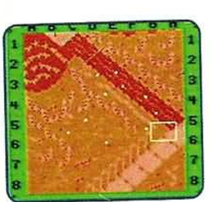
Returning for his second tour of toy duty, the Green Army's Sarge fights another full-scale (relatively speaking) war against the Tan Army in oversized, real-world settings. Kitchens and backyards become gigantic war zones to the tiny GI, and the two campaigns will remold Sarge into a soldier who is made of plastic but is as strong as steel.





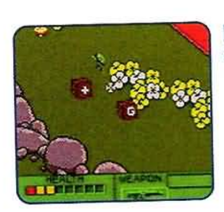
Marching On

With the Game Link Cable, you and a friend can compete in Blitz and Capture the Flag battles. For the solo soldier, you can play as Sarge trudging across patios and dinner tables in either the Field Campaign or, eventually, the Assault Campaign. In either scenario, you'll have plenty of opportunities to teach the Tans to play like nice toys.



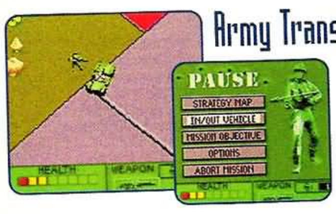
Strategy Map

Your map is one of the most useful tools in your inventory, since it reveals the locations of all enemies. Hit Select to pause the game and access your map. The white dots represent your foes, the green dot is you and the white rectangle is your current zone of operation.



Supply Boxes

Items and weapons are boxed up in crates that are strewn about the levels. You start with only your government-issue rifle, but you can find bazookas, grenades, flamethrowers and other instruments of war in the supply boxes. Walk over one to add its contents to your inventory.



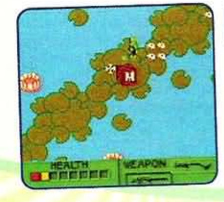
Army Transports

Sarge won't have to worry about wearing out his plastic combat boots. In certain levels, the toy trooper can take a break from walking by driving a jeep or tank. To hop in or out of one, pause your game, then select In/Out Vehicle.



Vehicular Assault

Not to be outdone, the Tan Army rolls out vehicles, too, and Sarge is no match for them when on foot. If an enemy jeep or tank is headed your way, hotfoot it to high ground (plastic can't survive a collision), then take aim from a safe distance.



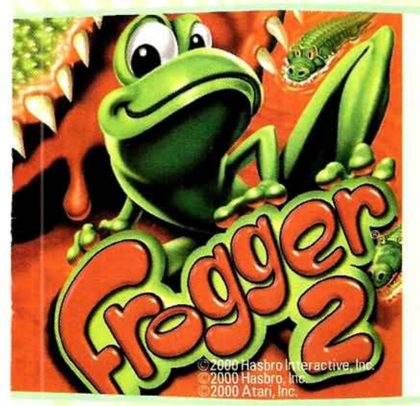
Mine, All Mine

Like other items, minesweepers appear in boxes. If you highlight one of the explosive-detecting devices in your inventory, you'll activate it so you can detect every mine in the area.



Real-World Dangers

Everyday things that you wouldn't think twice about become major threats to tiny toy soldiers. Heated battles on stovetops get particularly touchy since the hot burners can melt Sarge into a green blob with a rifle. Avoid household hazards and heal yourself with boxes of health.





Still Hopping

In the second of this month's games that prove that it's not easy being green, everyone's favorite jaywalking frog leaps back into the green, mean streets to get to the other side. Hasbro Interactive's sequel to the arcade classic, Frogger, has you dodging traffic and traversing logjams as in the original, but this time around, you have gems to find and more mazelike thoroughfares to navigate.





Don't Croak

You can play as Frogger or his female counterpart, Lilly. Regardless of the road toad you choose, the same ol' hop-and-stop tactics from the first game still apply. Your timing just has to be better, since it's a longer trip back to your pad.



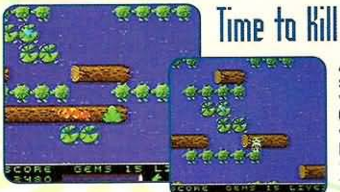
Checkpoint Flag

If you're turned into roadkill, flotsam or snake food, you'll have to restart the level from the beginning. To minimize your travel time, hop onto the flag at the midway point of the course. By checking in, you'll restart at the flag if you croak.



Snakes and Turtles

Frog-eating snakes slither along the shores, while diving turtles threaten to wash you up. Only certain turtles dive, so observe where they swim, since the sequence of turtles (and logs and cars) repeats once it scrolls off screen.



Time to Kill

As in the original Frogger, your survival depends on whether you can beat the clock. Collecting all 16 gems in a level will eat up plenty of seconds, but you'll regain all of your lost time once you've snagged the final gem.



End of the Line

You can't ride a turtle or log off the edge of the screen, so you'd better hope that an escape route floats your way before it's too late. Usually, the 1-up frogs sit dangerously close to the water's edge, so look before you leap.

Tadpole Position

Why are there deer and duck crossings, but no frog crossings? If only Frogger had it so easy. And to make matters worse, Frogger 2 adds more hazards, making it even easier to jump to a fatal conclusion.



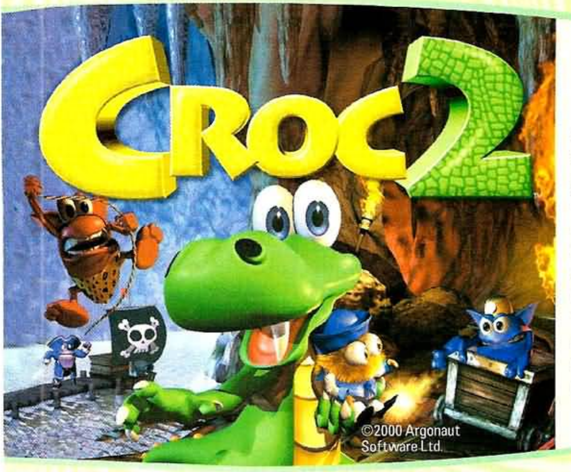
Oil Slick

When you land on an oil slick, you'll slide forward one extra step. To avoid sliding into a frog-flattening vehicle, hop onto oil spills only when no traffic is directly in front of you.



Time in a Bottle

You're always hopping against the clock, but you can turn back the hands of time by collecting hourglasses. The second you collect one of the elusive power-ups, you'll reset the level's timer.



Crocodile Rock

He's still got just one fang, but now he's got two games. Croc, the huggable star of PC platformers, brings his second installment of googly-eyed, Marioesque adventuring to Game Boy Color. Croc 2 is chock-full of puzzles and a wide variety of action that beginners and pros alike will dig. To keep the fun coming, snap up few a tips that'll guarantee Croc won't get turned into a set of luggage and matching shoes.





Croc's Stock

A mysterious message in a bottle sets your adventure in motion. Along the way, you'll come across crystals. Collect them, then use them to buy items in the stores. You can also learn passwords for the game to play as the gator later.



Tailspin

Croc can use his tail as a weapon. When an enemy approaches you, hit B to whip your enemies with a spinning tail attack. If you really want to throw your weight around, press A to jump, then tap A again while in midair for a stomp move.

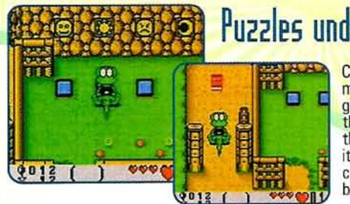


Crystal Blue Persuasion

Throughout the land are large and small crystals. Croc can use them as currency, so pocket as many as you can find. Cash them in at a store to buy items like Jump Jelly, which will help you leap over wide gaps.

Goods From Gobbos

Croc's pals, the furry Gobbos, return in the sequel, and they'll supply you with items as well as hints. The opening area is populated by many of the shaggy critters, so talk to all of them to find out more about your mission and ways you can help your friends.



Puzzles under the Sun

Croc 2 is brimming with a mish-mash of puzzles that'll keep gamers of all skill levels busy. At the sun puzzle, read the sign by the entrance. Using the clue from it, step on the blue buttons in the correct order to unlock the near-by gate.



A Push and a Shove

Croc can push the tall wooden boxes anywhere on the green pathways. A square patch of ground on a green pathway indicates where the box needs to be. Push crates there so you can unlock gates or use them as steps to climb up ledges.



Puzzle Pipeline

At the pipeline, pull the lever to turn on the water. You must redirect the flow of things with the button. Before the bulge of rushing water reaches a junction box, use the button to guide the water down the proper pipe.



Collecting Keys

To get around, you'll need keys and some box-pushing know-how. Wherever there's a square patch on a green pathway, there's a box that needs to be pushed onto it. By pushing two boxes onto a pair of squares, you can win a key to unlock a caged Gobbo.



Goods From Gobbos

Gobbos are always helpful. As soon as you begin the game, push the box that's behind you so you can hop up to the Gobbo on the ledge. After talking to it, you'll receive a Heart Pot that will extend your health meter by one notch.





Road Rage

Hit the road and some rival bikers while you're at it in EA's cross-country racing rumble, Road Rash. Wearing a motorcycle helmet is as important as ever in the game, since it will protect you from crashes as well as from the chains and baseball bats wielded by your psycho cycling competition. Fight back and finish first—then maybe you'll be able to pay for repairs, traffic tickets or a new souped-up ride.



Offensive Driving

If you have a Game Link Cable, you and a friend can connect your Road Rash games and compete head-to-head. Regardless of whether your opponent is your pal or a CPU biker, get to know the rules of the road, since finding the path to victory takes more than knowing how to swing a lead pipe.



Leader of the Pack

Before the flagger waves the race to a start, press and hold A. As soon as the race begins, you'll be on your way to rocketing into the lead. Keep up the pace by breaking away from the pack and dodging rivals by riding along the center stripe. There, you'll be able to steer clear of cars and bikes.



Outta the Way!

Tapping B to attack while keeping A pressed to accelerate can be awkward. Try hitting B with your right index finger and A with your right middle finger, or position your thumb over both buttons.



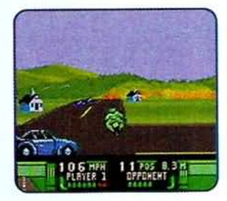
Hit and Ride

Pull up alongside a biker, then hit A to punch or use your weapon. If you tap A while pressing Down on the Control Pad, you'll kick. Attack armed bikers to steal their weapons and fight back so they don't steal yours.



Here Comes the Fuzz

Blue biker cops will pull you over if they catch up to you. Quickly hop onto your ride if you fall off so they can't intercept you. If they bust you, the fine will set you back $200 or more.



Car Crossing

In addition to bikes, cars jam the roads. You'll catch up to cars going your way in the right lane, while oncoming traffic motors down the left lane. On cross streets, cars will zip across your path, so steer clear of them as soon as you spot one revving at an intersection.



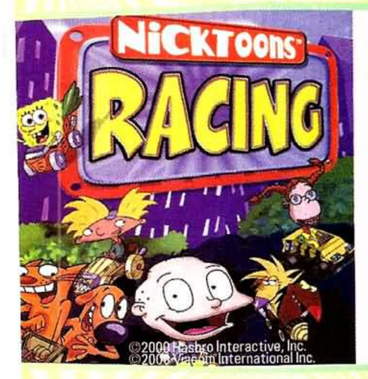
Roadside Distractions

Spend as little time as possible driving on the shoulder, since collisions with houses, cows and other roadside obstacles will send you flying off your bike. Maybe all that skidding you'll do on your rump is why the game's called Road Rash.

Qualifying

If you place third or better, you'll win a cash prize that you can use to repair you wrecked bike if you've crashed too many times. The money will also come in handy for footing the bill for fines or a new ride. A third-place or better finish will also qualify you to continue to the next race on the circuit, which can take you to scenic locales such as Hawaii and Vermont.





Nick o' Time

Putting the "car" in "cartoon" are Nickelodeon's hottest animated characters in an all-star racing game from Hasbro Interactive. Though there's no gak on the track, the competition is still kooky thanks to appearances by the Nicktoon stars of *CatDog*, *SpongeBob SquarePants*, *The Angry Beavers*, *Hey Arnold!*, *The Wild Thornberrys* and, of course, *Rugrats*.





Tooning Up

If Tommy Pickles can barely walk, how can he drive? And when CatDog races, who's at the wheel and who's the backseat driver? Then again, the Nicktoons are about fun and flights of fancy—not reality—and that's what the game's all about, too.



Tracks and Toons

You can play as CatDog, Spongebob, Daggett, Norbert, Arnold, Tommy Pickles or Eliza Thornberry. Once you've picked the Nicktoon you'd like to put in the driver's seat, head out to one of the 20 twisting roadways.



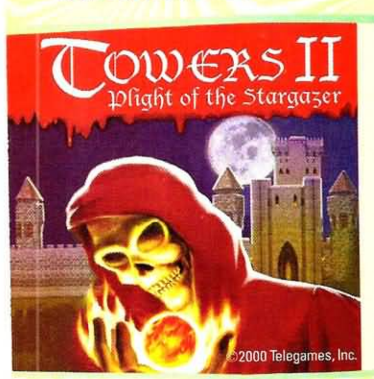
Roadrats

Four Nicktoons race at one time. Your three competitors like to drive in your way and cause fender benders, so swerve around them when they close in on you. If they're in front of you, slow down until you have a clear path for passing.



Winner's Circle

If you stay on the main path when you reach forks in the figure-eight tracks and steer clear of the shoulders and other kid 'n' critter drivers, you'll be on your way to becoming the top of the toons.



RPG in 3-D

Furthering the story of the shipwrecked adventurers, Towers II throws down another RPG gauntlet of 3-D hallway roaming and real-time battling. The controls are complex, but once you've mastered the point-and-click setup (hit Select to bring up your cursor, position it over an item in the room or on your menu, then hit B to access it), devoted adventurers will unravel a dark mystery spanning 12 levels.





Navigation

Digitized voice and a two-player cooperative Game Link Mode spruce up the gloomy quest, but the real star of Towers II: Plight of the Stargazer is its intense real-time action.



Hunt and Collect

All of the characters are constantly moving—even if you're standing still. Always on the go, the enemies will try to escape to your blind side, so stay on the move to defeat them and nab the items they carry.



Using Items

Enter Control (cursor) Mode by hitting Select, then position your cursor over the item you want to use. If you want to unlock a door, place the cursor over a key in your inventory, then press A, Select, then A.


GAME BOY COLOR
DRAGON WARRIOR
I & II
EVERYONE
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CONTENT RATED BY ESRB
Control up to 3 characters at once.
Battle more than 100 types of monsters.
Cross mountains and oceans in your quest.
All-new cinematic scenes.
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Battles are for warriors.
Dragon Warrior® is back! One of the all-time best selling game series returns in an all-new edition for Game Boy® Color. Dragon Warrior I & II thrusts you into a world of thrilling action. And with two complete classic RPG games crammed into one Game Pak, it's the ultimate warrior epic.
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SPACE WORLD

NINTENDO GAMECUBE!

On August 24th in Japan, Project Dolphin was officially unveiled as Nintendo GAMECUBE. Like Game Boy before it, GAMECUBE was named for its one and only purpose—to be a compact powerhouse of video game performance. Journalists and developers at Space World 2000 were spellbound by the demonstrations of GAMECUBE's abilities and features. Now, it's your turn.

The vast convention hall of Makuhari Messe could barely contain the excitement of 2,400 gaming professionals gathered from around the world to see what they hoped would be Nintendo's answer to PSX2 and X-Box. The debut of Nintendo GAMECUBE answered their questions and gave them a glimpse of a next generation gaming console designed expressly for unparalleled game play and easy game development. As beautiful as the screen shots are on this page, they are mere shadows of the vibrant, animated images that appeared on three giant screens that day in Japan. In just 60 seconds of demos, GAMECUBE showed the world that the future of interactive gaming was going to be magnificent.

CUBES IN COLORS

Color wasn't important to Henry Ford almost one hundred years ago, but it is important to consumers today. Following in the footsteps of Game Boy and the N64, GAMECUBE will be available in five hot hues.



Mr. Miyamoto reported that five games would be ready by the Japanese launch in July. Will Luigi become a star?





Retro Studios in Austin, Texas created the demo starring Samus Aran of Metroid fame. It was out of this world.



Link's battle was one of the most impressive demos on GAMECUBE. The animation and effects were stunning.

THE FUTURE

Cube Bits

The **GAMECUBE** is small in dimension, but it measures up to the most powerful simulation computers in its ability to render 3-D worlds in real time and manipulate gaming data such as collision detection. Just picture a supercomputer packed into half a shoebox.

IT'S MIGHTY SMALL!

4.3"

6"

6.25"



Meowth's Party, a musical video short that follows the Pokémon TV show in Japan, went interactive on GAMECUBE.

MIYAMOTO IN CONTROL

One of the principal architects of GAMECUBE was Shigeru Miyamoto, the renowned creator of Mario and Zelda, who demonstrated the functions of the new GAMECUBE Controller with an interactive sequence featuring 128 Marios. The Controller includes two analog control sticks, a control pad, four central buttons, two analog shoulder buttons, a Z trigger button, the Start Button and a built-in rumble feature. Its compact size and ergonomically correct design make it the most comfortable and versatile game controller ever. Even though Mr. Miyamoto envisions games that are simple enough to play with the large A Button and Control Stick alone, game developers should have no trouble creating intuitive new control schemes for their games.

THE POWER OF THE CUBE

Genyo Takeda, Nintendo's hardware wizard and in many ways the father of the N64 and GAMECUBE, described how Nintendo had learned a vital lesson from the N64: it's more important to make a system that's easy to develop for than a system that features peak performance benchmarks that are are not often used. Mr. Takeda cited GAMECUBE's use of 1T-SRAM technology and large memory caches as ways to enhance game functionality and reliability. He also introduced the 1.5 GB proprietary disk media that will hold GAMECUBE games. Approximately three inches in diameter, the small disks hold 190 times the data of Super Mario 64, plenty of space for huge games filled with anything a designer might want to include. Tech types can visit nintendo.com for all the specs on GAMECUBE. The real measure of the system will be seen at E3 next May when Nintendo unveils the first generation of GAMECUBE software.

WRAPPING THE CUBE

The tantalizing glimpses of Wave Race, *Star Wars*, Metroid, Zelda, Mario, Pokémon, Perfect Dark, Banjo, Too Human and Rebirth made it clear that Nintendo's GAMECUBE is a true game machine, not a multifunction audio-video device. When the other console makers unveiled their upcoming systems, they showed abstract technical demos of rubber ducks and mousetraps. Nintendo showed game characters in game worlds, running, jumping, racing, fighting, dancing and singing. Cheers resounded through the hall when Luigi, Meowth and Samus Aran appeared. Imagine the sound when GAMECUBE is launched next October in North America.

A WIRELESS WONDER

In addition to the standard GAMECUBE Controller, Mr. Miyamoto demonstrated the wireless Wavebird Controller that boasts a range of about 30 feet. The Wavebird uses RF signals that won't be blocked by line-of-sight obstructions.

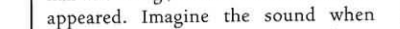


A LINK TO THE ADVANCE

GAMECUBE's coolest connection is with Game Boy Advance via a connector that lets players use the Advance as a GAMECUBE Controller. Picture a football game in which players secretly diagram plays on Advance before running them.

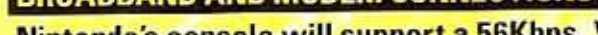
DIGICARD

Game data will be saved on four-megabit Digicards that fit into the slots on the front of the unit. And an adapter for 64-MB SD flash memory cards will allow players to import data from digital devices such as cameras.



BROADBAND AND MODEM CONNECTIONS

Nintendo's console will support a 56Kbps, V.90 modem and a broadband, high-speed connection. Both accessories will plug into the bottom of the GAMECUBE. Networking and Internet plans for GAMECUBE weren't discussed, but Mr. Takeda noted that Nintendo is interested in a wide range of networking ideas.



IS CUBED


Tweety's Magical Gem


Game Boy Wars Advance


F-Zero for Game Boy Advance


Dracula: Circle of Moon




Top Gear All Japan GT Championship


Bomberman Story

INTRODUCING GAME BOY ADVANCE

Gaming on the go just took a huge step forward. Meet Game Boy Advance.

Before GAMECUBE appeared on the stage at Makuhari Messe, Executive Vice President of Nintendo, Atsushi Asada, introduced an even more compact gaming system. Game Boy Advance—the 32-bit big brother of Game Boy Color—appeared in production form for the first time. In fact, 140 units featuring ten playable games greeted the thousands who attended Space World 2000. With a 50% larger screen than Game Boy, higher resolution graphics, a 32,000-color palette, faster processing speed, greatly improved stereo sound capabilities and a price point below $100, Game Boy Advance is truly the most advanced portable gaming system ever. And game development is already heating up.

ADVANCED GAME PLANS

FROM NINTENDO
- F-Zero for Game Boy Advance
- Fire Emblem: Dark Shrine Maiden
- Game Boy Wars Advance
- Golden Sun
- Kuru Kuru Kuru Rin
- Magical Vacation
- Mario Kart Advance
- Napoleon
- Tactics Ogre Gaiden
- Wario Land 4

FROM KEMCO
- Tweety's Magical Gem
- Top Gear All Japan GT Championship

FROM KONAMI
- Dracula: Circle of Moon
- Golf Master
- Konami Wai Wai Racing Advance
- Monster Breed
- Silent Hill Star Communicator

FROM HUDSON
- Bomberman Story
- Momo Taro Festival
- Pinobee: Quest of Heart

FROM KOEI
- Winning Post (Horse Racing)

FROM SPIKE
- Advanced Fire Pro Wrestling

FROM IMAGINEER
- Hello Kitty Miracle Collection

FROM CAPCOM
- Rockman EXE

FROM MTO
- Pocket GT Advance

MORE ADVANCED LINKS

The new Game Boy Advance Game Link cable will feature an extra connector port in the middle that allows an additional cable and Game Boy Advance to be connected. Players can connect up to four Game Boy Advance systems using three cables.

THE FUTURE I


Mario Kart for Advance has the look and feel of the Super NES version. It moves like a real racer!


Pinobee: Quest for Heart is a richly illustrated platformer starring a rocket-powered bumblebee.


Wai Wai Racing feels like Mario Kart. It's fast, fun and the races take place on wacky tracks.


Golden Sun is an RPG with great graphics and music. Battle scenes are created using 3-D graphics.



AN ADVANCE LOOK

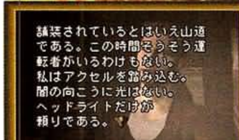
Advance's sleek dimensions are almost exactly the same as Game Boy Color, but Nintendo has turned the unit on its side, packed in a larger screen, two new shoulder buttons and added fun colors. The Advance rests comfortably in your hands like a Super NES Controller.

NOT YOUR FATHER'S GAME BOY

The screen shots tell the story of Game Boy Advance. Its crisp graphics in a wide-screen format look more like the screen shots from a TV game console. The amount of detail packed into some of the ten games at Space World 2000 rivals that in many N64 games. The sound, when heard through stereo headphones, is exceptional. And Game Boy Advance has even more going for it. Developers from Japan to Europe have already embraced the system and are hard at work on the first generation of titles. Advance also plays all of the old Game Boy and Game Boy Color games. It will be used as a GAMECUBE Controller and, with the help of planned accessories, as an access device for wireless networking.

ADVANCED NOTICE

At Space World 2000, forty titles were announced for Game Boy Advance. North American publishers have been working on titles since early in the summer, and European developers, including Rare, are also developing GBA games. Like previous Game Boy systems, Game Boy Advance offers developers a friendly programming environment that keeps costs low and development times short. We expect to see a number of classic Super NES titles such as F-Zero and Mario Kart make updated appearances on Advance, but the real excitement will come from brand-new games that we have yet to glimpse. The future of portable gaming begins with the launch of Advance in Japan in March 2001 and in North America in July 2001.



Konami's Silent Hill is 50% complete. The prerendered scenes of the text adventure are striking.


Master Golf, also from Konami, features excellent graphics and play control and is 80% complete.


Kuru Kuru Kuru Rin challenges players to keep the rotating rod from touching the siderails.


Capcom's Rock Man (a.k.a. Mega Man) will star in an unusual action RPG for Game Boy Advance.


Napoleon recreates in real time the strategies and battles of the French emperor's campaigns.

The Mobile Adapter GB Advances to Game Boy are due to arrive even before the launch of Game Boy Advance. In December, the Mobile Adapter GB will go on sale in Japan, giving Game Boy Color owners a link to a special network via cell phones or a popular system in Japan called PHS. The Adapter will allow users to send e-mail, trade data and even play multiplayer games such as the new Pokémon Crystal version. The Mobile Adapter GB will be compatible with Game Boy Advance, as well.

S ADVANCED

YOUR POWER GUIDE TO THE LATEST RELEASES

October 2000

Nintendo NOW PLAYING

THE LEGEND OF ZELDA: MAJORA'S MASK

NINTENDO 64

It's not just a sequel. It's another legend in disguise.

GRAPHICS: Though it's of the same cosmetic caliber as Ocarina of Time, Majora's Mask sets itself apart by being a deep and original experience rather than just a superficially modified sequel.

PLAY CONTROL: Swimming as a Zora (it's like flying a jet fighter) will surely be one of the year's most memorable ways to get around. Whether you're masquerading as the Zora, Deku or Goron, the differing controls and situation-based button functions always handle like second nature.

GAME DESIGN: While you must play the same three days over and over again, Majora's Mask never plays like a broken record. The 72-hour cycle is really a framing device meant to add pressure to your already difficult tasks and dungeons (the last two will make your head spin), and there's rarely any tedious backtracking, even with the character-swapping element that the shape-shifting masks add.

SATISFACTION: Don't dismiss Majora's Mask as a simple side quest to Ocarina. The game's structure is like no other, the experience is as epic as any other Zelda, and its story is perhaps the strongest in the series.

SOUND: Deftly underscoring the shifts in time and mood, the local scores subtly vary as time goes by.

COMMENTS:

Andy–*This is even better than Ocarina of Time.* Drew–*One of the most engrossing games I've ever played.*

- Nintendo/256 Megabits
- 1 player
- Rumble Pak compatible
- Expansion Pak required
- 4 main dungeons, plus over half a dozen minidungeons
- 24 masks
- 2 save files

OVERALL 9.4 RATING

GRAPHICS 9.4

PLAY CONTROL 9.2

GAME DESIGN 9.4

SAT. 9.6

SOUND 9.6



HOW IT RATES

While the ESRB notes that the game contains "animated violence," the swordplay is never graphic, and the dark, tragic story ultimately ties together with a wonderful and positive moral worthwhile to audiences of all ages.

NINTENDO POWER STAFF SCORES

- 10 → Drew
- 9.8 → Andy
- 9.8 → Scott
- 9.6 → Chris
- 8.0 → Sonja





NINTENDO 64

TIGGER'S HONEY HUNT



OVERALL 7.6 RATING

Tigger springs his bouncy, trouncy, flouncy, pouncy fun on the N64.

GRAPHICS: A storybook come to life, Tigger's Honey Hunt wows with its visual feast of brilliant colors, huggable characters and painterly backdrops.
PLAY CONTROL: The wonderful thing about Tigger is that his springy tail enables him to jump in all sorts of ways. Controlling it is very natural and easy to master.
GAME DESIGN: A 3-D sidescroller similar to Disney's Tarzan, Honey Hunt bolsters its exceptional adventure with multiplayer minigames.
SATISFACTION: Don't think you're too old to play NewKidCo's dazzler—the game is so well made that players of all skill levels will enjoy the hunt. The elements that keep pros on their toes, like uncovering secret areas and having to revisit places accessible only with moves you learn in later levels, show that the developers made an effort to create a full-fledged game worth playing, rather than just a halfhearted, easy game for youngsters. And the effort pays off since Honey Hunt is, as Tigger would sing, "Fun, fun, fun, fun, fun."
SOUND: The game relies heavily on text, and more spoken dialogue (instead of just a sprinkling of voice samples) would have been more appropriate for its audience.
COMMENTS: Andy—*Surprisingly slick visuals.*



- NewKidCo/128 Megabits
- 1-player adventure
- 1 to 4 players simultaneously for minigames
- 9 levels
- 3 minigames

GRAPHICS	8.8
PLAY CONTROL	7.8
GAME DESIGN	7.2
SAT.	7.2
SOUND	6.6



HOW IT RATES
Full of innocent, easygoing arcade fun, Tigger's Honey Hunt has been rated E for Everyone by the ESRB. Though it's targeted at youngsters, the game, like the rating suggests, is great for all ages.

NINTENDO POWER STAFF SCORES
8.1 → Andy
8.1 → Jason
7.4 → Chris
7.3 → Sonja
7.0 → Drew

NINTENDO 64

ARMY MEN: SARGE'S HEROES 2



OVERALL 7.1 RATING

The plastic platoon toys with war once again.

GRAPHICS: Returning to wage another toy-scale war, plastic Sergeant Hawk finds himself yet again dwarfed by his relatively large, real-world surroundings. Therein lies the charm of the series, and the oversized settings, well-stocked with gag products, are as fun and inspired as ever. Included in his tour of duty are exotic locales like a toy store and pinball machine.
PLAY CONTROL: The improved camera no longer strays and is fixed so that Sarge's back is always in the center of the screen. Aiming isn't always easy, but being able to strafe with Z and do an instant about-face with the touch of a button are very welcome features.
GAME DESIGN: During your 17 missions, you'll play as Sarge or Vikki, and you'll often be flanked by a fellow soldier. The emphasis on interaction is a great touch, and the addition of being able to call in air strikes and assign their targets keeps morale—and the tactical fun—high.
SATISFACTION: Aside from its improved controls, Sarge's Heroes 2 marches on with more of the same, which is exactly what fans of the series will like about the sequel.
SOUND: The music, voice samples and rat-a-tat-tats aren't being all they can be, but they do a decent job.
COMMENTS: Andy—*The game opens near a giant glazed ham. That's cool.* Drew—*Play control is AWOL.*





- 3DO/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Expansion Pak enhancements
- 17 one-player levels
- 6 multiplayer war zones

GRAPHICS	7.8
PLAY CONTROL	6.3
GAME DESIGN	7.0
SAT.	7.2
SOUND	7.2



HOW IT RATES
Sarge's Heroes 2 earns the ranking of T for Teen. The ESRB warns that the game features some incidents of "animated violence," but keep in mind that all of the victims are plastic toys.

NINTENDO POWER STAFF SCORES
7.6 → Scott
7.2 → Andy
7.0 → Drew
7.0 → Jason
6.8 → Sonja

NINTENDO 64

TAZ EXPRESS

Infogrames whips up a special delivery of devilry.

GRAPHICS: Following up its first on-the-money Looney Tunes N64 game, Duck Dodgers starring Daffy Duck, Infogrames successfully delivers the spirit of Saturday morning in another madcap package of off-kilter settings and bold colors. Warner Bros. faves like Wile E. Coyote, Marvin the Martian and, of course, the Tasmanian Devil look right at home.
PLAY CONTROL: A platformer at heart, 3-D Taz Express stumbles a bit in the play control department since the three-quarter view often makes it difficult to gauge where you are in relation to your surroundings. Jumping ends up being a task.

GAME DESIGN: The delivery route shtick is a creative way to repackage the ol' get from point A to point B premise, and every level plays out in a very different way: dodging cars, hopping on top of buildings, protecting your shipment from a vulture and more.
SATISFACTION: A delight for Looney Tunes fans, Taz Express and its mile-high variety will surely please platform lovers as well.
SOUND: Taz's grunts and slobbery Bronx cheers are cute for about a minute before they become gratingly repetitive. Still, it's in character with Taz, as is the commendable, giddy music.





COMMENTS:
Scott—*I liked Taz in spite of its camera and control problems.* Andy—*Taz's tasks seem more like work than fun.*

- Infogrames/96 Megabits
- 1 player
- Rumble Pak compatible
- 5 worlds
- Over 30 levels



HOW IT RATES
Aside from the usual Looney Tunes cartoon mischief, the only thing that gets hurt in Taz Express is the package you're delivering. That being the case, the ESRB deems the tame game appropriate for Everyone.

OVERALL RATING 6.8

GRAPHICS	7.2
PLAY CONTROL	6.4
GAME DESIGN	6.8
SAT.	6.8
SOUND	7.0

NINTENDO POWER STAFF SCORES

- 7.3 → Scott
- 6.9 → Chris
- 6.8 → Jason
- 6.7 → Andy
- 6.5 → Sonja

NINTENDO 64

BIG MOUNTAIN 2000

Big news: Snowboarders and skiers share the slopes!

GRAPHICS: They're not the smoothest looking riders on the slopes, but Big Mountain's unimpressive visuals aren't the game's big selling point. If there's anything worth shouting from the big mountaintops, it's that Big Mountain combines snowboarding and skiing into one game, and the four slopes that Southpeak offers are at least graphically clear and, better yet, filled with forks, jumps and shortcuts.
PLAY CONTROL: BM2K does a good job of conveying the handling differences between using one plank or two, and the game boasts stunts for skiers (spread-eagles, cossacks) and boarders (methods, nose grabs).

GAME DESIGN: Though there are only four courses, they feel different depending on your ride. Moreover, Big Mountain makes the most out of the limited runs by featuring a slalom and giant slalom version of each course.
SATISFACTION: BM2K is pretty much the only skiing game on the N64's slopes other than Nagano Winter Olympics '98. The combo of skiing and boarding (though it doesn't rival 1080° Snowboarding) at least warrants a look-see from winter sports nuts.
SOUND: Sometimes the music sounds like underproduced Wave Race 64 tunes, and sometimes the schussing sounds like somebody's wiping a microphone.







COMMENTS:
Jason—*It's two times the sports of 1080° Snowboarding and half the fun.*

- Southpeak Interactive/ 96 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- 4 courses



HOW IT RATES
Big Mountain 2000 is good, clean fun in the snow, so the ESRB has deemed Southpeak's snowboard and skiing game an all-ages E for Everybody rating.

OVERALL RATING 5.8

GRAPHICS	6.3
PLAY CONTROL	5.7
GAME DESIGN	5.8
SAT.	5.7
SOUND	5.5

NINTENDO POWER STAFF SCORES

- 6.4 → Chris
- 6.1 → Andy
- 5.8 → Scott
- 5.7 → Jason
- 5.2 → Drew

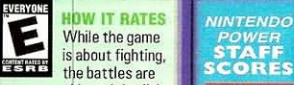
GAME BOY COLOR

POKéMON GOLD VERSION & SILVER VERSION

And to think, you thought you'd caught 'em all.

GRAPHICS: Pokémon Gold and Silver include dozens of new Pokémon as well as many familiar ones from the previous games. The new characters look cooler or even cuter (who'd have guessed Pikachu could have a more adorable form?), and the established Pokémon boast new poses.
PLAY CONTROL: New items, new Poké Balls and more character interaction, like the phone calls you'll get from Trainers you meet on your journey, are all easy to access and execute thanks to straightforward menus.
GAME DESIGN: Bigger and better than the original games, Gold and Silver contain the world that Ash explored in Red, Blue and Yellow as well as a new, uncharted land. A battery-operated clock keeps track of real time whether your game is on or off, and you'll be able to catch certain Pokémon only at certain times of day. The clever feature makes an already hard game to put down even tougher to walk away from.
SATISFACTION: If you're a Pokéfanatic, you already know you'll love this game. For the unconverted, this is the version that'll switch you over. It's even easier to get caught up in the catching of 'em all, since the Gold and Silver Versions do a great job of easing you into the process.
SOUND: As usual, the music is hummable and easy on the ears. **COMMENTS:** Scott—*This is the way Pokémon was meant to be played, and it's in real color.*









- Nintendo/16 Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Infrared port capability
- GB Printer compatible
- Pocket Pikachu 2 compatible

GRAPHICS 8.0
PLAY CONTROL 9.0
GAME DESIGN 9.2
SAT. 9.0
SOUND 7.2



HOW IT RATES While the game is about fighting, the battles are never graphic and the fight ends with the loser fainting. Recognizing how tame the RPG is, the ESRB has granted Pokémon Gold and Silver a rating of E.

NINTENDO POWER STAFF SCORES
- 9.1 → Scott
- 9.0 → Chris
- 8.6 → Jennifer
- 8.5 → Jason
- 8.3 → Drew

GAME BOY COLOR

DONALD DUCK: GOIN' "QUACKERS"

Get quackin' with Ubi Soft's feather-ruffling platformer.

GRAPHICS: Ubi Soft did a first-rate job bringing Donald and his cranky personality to life. His every move, from the way he tilts his hat over his knitted brow when he's steamed to the way he flails in the air when falling, speaks volumes. Equally expressive and impressive are the settings, which are slathered with layers of color and intricate Disney detail.
PLAY CONTROL: He may be a duck, but he can't fly. Jumping and double-jumping are the only ways to get Donald's webbed feet off the ground, and the responsive and intuitive controls make your leaps and waddles from platform to platform just ducky.
GAME DESIGN: Based on Ubi Soft's upcoming N64 Donald Duck game, the side-scrolling version features cleverly designed multitiered levels, forked paths and breakable floors that give way to hidden passageways. It's a classic platformer in which collecting items is the object, and finding them all is a big challenge. Donald Duck is no Mickey Mouse of a game.
SATISFACTION: With Grade-A looks, fun and game play, Donald Duck meets the high standard that Ubi Soft set with its other must-play sidescroller, Rayman.
SOUND: Never intrusive, the bouncy music and goofy effects are likably listenable
COMMENTS: Chris—*Ubi Soft continues to make some of the most graphically pleasing games for Game Boy.*







- Ubi Soft/32 Megabits
- 1 player
- GBC exclusive
- Passwords

GRAPHICS 8.4
PLAY CONTROL 8.4
GAME DESIGN 8.2
SAT. 8.0
SOUND 6.8



HOW IT RATES The content in Donald Duck won't ruffle anybody's feathers. The happy platformer is suitable for gamers of all ages and abilities, so the ESRB has rated Ubi Soft's fine, feathered game with an E.

NINTENDO POWER STAFF SCORES
- 8.9 → Jason
- 8.1 → Chris
- 8.0 → Jennifer
- 7.8 → Sonja
- 7.7 → Drew

GAME BOY COLOR

TONY HAWK'S PRO SKATER 2

The GBC sequel hits the ground running as a solid stuntfest.

GRAPHICS: Revamped for the better, Tony Hawk's Pro Skater 2 bails on the three-quarter view that the first GBC game opted for. Replacing the awkward view with a smarter side-scrolling setup, Pro Skater 2 enables you to see how much air you're catching and allows for more halfpipe action and easier grinding sessions. And if you do them well, you can unlock skater pics that you can print out on the Game Boy Printer.

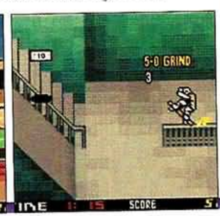
PLAY CONTROL: Stuntwork is what Tony Hawk is all about, and Pro Skater 2 makes it easy and a blast to bust out the fancy maneuvers. The sequel gives you plenty of freedom, and you'll easily find yourself whiling away time piling combo upon combo.

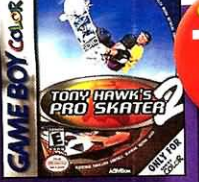
GAME DESIGN: Unlike the first GBC Tony Hawk game, Pro Skater 2 remains faithful to the N64 version of Pro Skater, and that's what makes the sequel so much more fun. As you ride, you must fulfill objectives, like collecting letters to spell "SKATE" and pulling off grinds. The grindables galore are never obvious, adding an exploration factor to the excitement.

SATISFACTION: In its own little way, the sequel is very much like its N64 big brother. If you were into that game, Pro Skater 2 won't disappoint.

SOUND: The music is standard fare, but everything else more than skates by.

COMMENTS: Jason—*This is a bang-up blast that does justice to Pro Skater for N64.*







- Activision/16 Megabits
- 1 player
- GBC exclusive
- Game Boy Printer compatible
- 7 courses

GRAPHICS 7.4
PLAY CONTROL 7.0
GAME DESIGN 7.6
SAT. 7.6
SOUND 6.4



HOW IT RATES Tony Hawk's Pro Skater 2 snags an E rating from the ESRB. Not even a skinned knee appears in the stunt game, so don't worry about seeing anything graphic or offensive.

NINTENDO POWER STAFF SCORES

- 7.9 → Jason
- 7.6 → Drew
- 7.2 → Chris
- 7.0 → Andy
- 7.0 → Scott

GAME BOY COLOR

WALT DISNEY'S ALICE IN WONDERLAND

A curious adventure that's sure to put a Cheshire grin on your face.

GRAPHICS: Walt Disney's version of Lewis Carroll's *Alice's Adventures in Wonderland* was one of the studio's most surreal and dazzling cartoons, and the GBC platformer that it inspired does a valiant job of matching the story's wild vision one eyepopping visual after another. The detailed graphics explode with vibrant color, and the mind-bending settings are suitably dreamlike. For posterity's sake, you can use the Game Boy Printer to print out scenes from dream sequences you've created in Alice's Art Gallery by mixing and matching character art and lush backdrops.

PLAY CONTROL: The imaginative game play changes as Alice ventures deeper into the rabbit hole, and the control is always as tight as the Mad Hatter's hat.

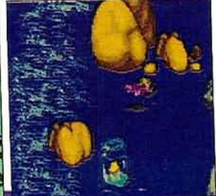
GAME DESIGN: Alice in Wonderland is a tea party of excellent Marioesque platform action. All of the characters from Alice's dream pop up in the game, and every aspect of the story plays nicely into the action, such as using the shrinking power of mushrooms to squeeze into tiny doorways.

SATISFACTION: Not a drop of Carroll's story was wasted in the game, ultimately making Wonderland wonderful as far as platformers go.

SOUND: As energetic as the action, the music is never annoying and always elegant.

COMMENTS: Sonja—*Like the story, this game is bizarre.* Jennifer—*More games based on movies should be like this.*







OVERALL 6.9 RATING

- Nintendo/16 Megabits
- 1-player adventure
- 1 or 2 players alternating for hide-and-seek game
- GBC exclusive
- Game Boy Printer compatible

GRAPHICS 7.7
PLAY CONTROL 6.8
GAME DESIGN 6.5
SAT. 6.8
SOUND 6.8





HOW IT RATES There's nothing curious here. The game is based on a G-rated film, and Alice in Wonderland suitably earns an E rating from the ESRB. It's Disney through and through, so it'll be enjoyable and appropriate for all.

NINTENDO POWER STAFF SCORES

- 8.0 → Jennifer
- 7.5 → Jason
- 6.9 → Sonja
- 6.3 → Scott
- 6.2 → Drew

ALSO PLAYING THIS MONTH

LEGEND OF THE RIVER KING 2

- Natsume/8 Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Rumble feature



River King 2 is a gem of an RPG. Its hook is reeling in fish, and you gotta catch 'em all (and you'll really want to, too). Even if you don't enjoy the sport, you'll find RK2 to be an experience as deep as the water that's home to over 60 fresh- and saltwater fish, which you can trade via Game Link with other RK2 or Harvest Moon 2 Game Paks.



OVERALL 7.3 RATING

GRAPHICS 7.0
PLAY CONTROL 7.2
GAME DESIGN 7.6
SAT. 7.6
SOUND 6.4

CROC 2

- THQ/8 Megabits
- 1 player
- GBC exclusive

Very likable from the get-go, Croc 2 is another installment in the kid-friendly adventures of the single-fanged gator star of PC games. Nicely animated and bouncy fun, Croc 2 offers basic puzzle solving and platform-style action. The challenge level is mild, but that's not to say the creative game isn't worth exploring.

OVERALL 6.9 RATING

GRAPHICS 7.7
PLAY CONTROL 7.2
GAME DESIGN 6.8
SAT. 6.5
SOUND 6.3

FROGGER 2

- Hasbro Interactive/8 Megabits
- 1 player
- GBC exclusive

Taking Frogger a few hops further, Hasbro Interactive adds wider bogs and more gridlocked lanes while introducing mazelike paths, vanishing routes and crystals to collect as you try to get to the other side. The audio spot-on mimics the arcade classic, and Frogger 2's jay-walking action is every bit as appealing as the original.



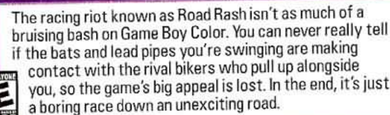


OVERALL 6.9 RATING

GRAPHICS 6.8
PLAY CONTROL 7.3
GAME DESIGN 7.0
SAT. 6.8
SOUND 6.0

ROAD RASH

- EA/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive



The racing riot known as Road Rash isn't as much of a bruising bash on Game Boy Color. You can never really tell if the bats and lead pipes you're swinging are making contact with the rival bikers who pull up alongside you, so the game's big appeal is lost. In the end, it's just a boring race down an unexciting road.



OVERALL 6.1 RATING

GRAPHICS 5.8
PLAY CONTROL 6.5
GAME DESIGN 6.3
SAT. 5.8
SOUND 6.0

WALT DISNEY WORLD QUEST MAGICAL TOUR RACING

- Eidos/16 Megabits
- 1 player
- GBC exclusive
- 13 tracks



Eidos uses the Disney license in a very cool way by setting its go-cart racing game in Disney World's various attractions, like Space Mountain, the Haunted Mansion and the Pirates of the Caribbean. More than just a simple racing game, Magical Tour Racing is like Diddy Kong Racing lite, overflowing with power-ups and collectibles aplenty.



OVERALL 5.5 RATING

GRAPHICS 6.0
PLAY CONTROL 3.8
GAME DESIGN 6.0
SAT. 5.8
SOUND 5.5

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

Early Childhood

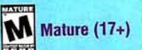


Teen (13+)



Adult (18+)

All Ages



Mature (17+)



Rating Pending

"The Biggest, Baddest RPG to ever hit the N64!"

- IGN64

Ogre Battle 64

Person of Lordly Caliber













Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever

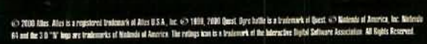
Fight epic battles while commanding over 50 types of characters

Experience an epic storyline worthy of the Ogre Battle name





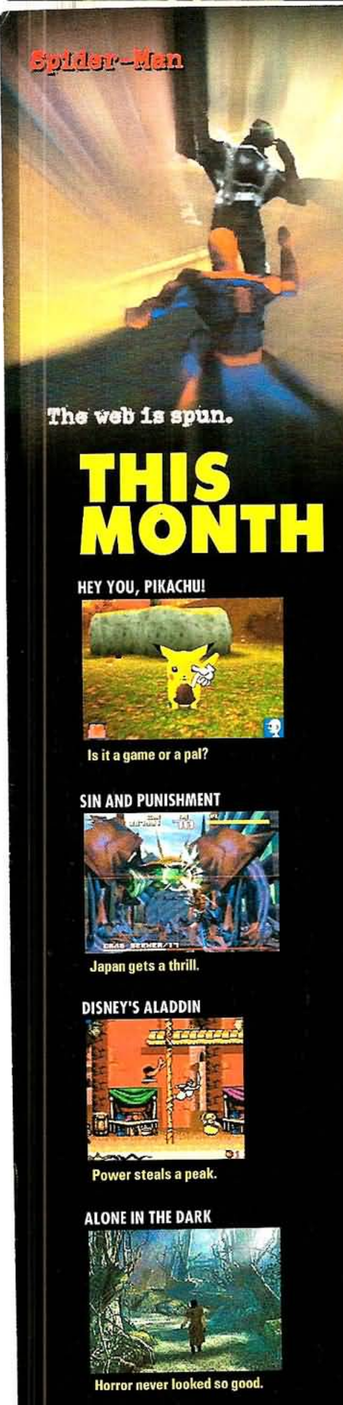








www.atlus.com



The web is spun.

THIS MONTH

HEY YOU, PIKACHU!

Is it a game or a pal?

SIN AND PUNISHMENT

Japan gets a thrill.

DISNEY'S ALADDIN

Power steals a peak.

ALONE IN THE DARK

Horror never looked so good.

PAK WATCH

The inside source for all Nintendo News.

NINTENDO OPENS THE DOOR TO GAME DEVELOPMENT WITH GAMECUBE

A strange thing happened during the introduction of GAMECUBE at Makuhari Messe in Japan last August. Genyo Takeda, Director of Nintendo Co. Ltd., told the audience that Nintendo had set the technical standard too high on the N64 so that development was costly and time-consuming. He added that Nintendo had created the N64 knowing that it would require technical expertise to get the most from the hardware. The idea had been to encourage only the best developers to create games for the system, but in the end, that limited the number of quality titles, while in other titles failed to live up to their promise because the technical demands of the N64 were too great for many developers. After discussing the past, Mr. Takeda told the audience that Nintendo had learned a valuable lesson for the future. That lesson, he said, is embodied in GAMECUBE, and "the ultimate TV game machine and the first of its kind," as he called it.

Shigeru Miyamoto later explained that Nintendo considered GAMECUBE to be the ultimate game machine from the viewpoint of developers. "It's the best machine for video games," explained the creator of Mario and Zelda, "when you consider the hit detection, sound and graphics all together." Power also contacted Denis Dyack, President of Silicon Knights—the development studio that is creating Too Human for GAMECUBE and Eternal Darkness for the N64—to get another opinion from someone who has actually worked on the new console. "We believe that Nintendo has designed a system that finally caters to those who wish to create content without getting bogged down or limited with the technology. Its design is unsurpassed—focused and elegant. I do not think that Sony and Microsoft will be able to keep pace with the GAMECUBE. Not only is the technology groundbreaking, but the thoughtfulness behind it will change the paradigm of gaming forever."

> "I do not think that Sony and Microsoft will be able to keep pace with the GAMECUBE."
>
> — Denis Dyack, President of Silicon Knights

The promise of a new gaming console is always cause for excitement, and GAMECUBE seems to be particularly special. "If you can dream it, you can achieve it on GAMECUBE," said Mr. Miyamoto in an interview at Space World. The dream is just beginning.

SPIDER-MAN SPOTTED ON N64

Edge of Reality, the developers credited with the brilliant N64 version of Tony Hawk's Pro Skater, is in the process of creating another masterpiece for the N64. Activision's Spider-Man may be the best video game based on a comic book superhero to date. Spidey has the right moves, the right look and even the right voices. Even though our early review copy was just 50 percent complete, the game promises to be one of the monster hits of the season.



The Real Spider-Man

Most games featuring superheroes seem to lack the cool abilities that make the hero super, but Spider-Man gives you the full package and more. Playing as Spider-Man, you'll swing between buildings, crawl up walls and cling to ceilings. Your "Spider-Sense" will tingle when an enemy is near, and firing an impact web will incapacitate an enemy. Spider-Man has more than two dozen moves in all, including the Web Dome, Web Ball, Web Yank, Web Slam, Web Zip Line, Web Swing and combo moves, which feature punches and kicks in combination with a specialty web move. An intelligent camera system keeps the focus on Spidey no matter where he crawls or jumps, and a freeze-camera mode lets players scan their surroundings for trouble. At times, the camera takes over to give you visual hints by directing your attention to some critical location such as an escape route in the ceiling. You may not know what's coming next, but you'll never be lost.









New York, New York

Spider-Man is definitely a creature of the Big Apple, and that's where the action takes place in the N64 adventure. As the plot unfolds over more than 30 stages with cinematic scenes and comments from characters, you'll feel as if you've entered the world of Marvel's comic books. Scorpion, Venom, Rhino, Mysterio and Carnage are among the villains who wait for the webby one. The 3-D graphics, dramatic camera angles and constant action feed the illusion that you're inside an interactive comic book. Adventure elements come into play when Spider-Man has to solve puzzles to move on, and Spider-Man's extraordinary freedom of motion gives every level an element of strategy.

Stan the Man is in the Can

The legendary creator of Spider-Man, Stan Lee, narrates the opening part of Spider-Man, setting the stage for the action that follows. Lee's is just one of many recognizable voices used in the 3-D action, adventure. Rino Romano, who portrayed Spidey in the animated series *Spider-Man Unlimited* will return to speak the role of the web-slinging superhero in the N64 game. Veteran actor Efrem Zimbalist, Jr. leads the remainder of the cast of voice talent. Musically, the early version of Spider-Man featured a mix of techno-rock that seemed perfectly suited to the action. With a month or two to go in development, it looks as if Spider-Man will be as full of surprises and at least as fun as Tony Hawk. Activision plans to release the title in December. Until then, we'll be clinging to the walls in anticipation.





It's an amazing Spider-Man.

Pak Play

Hands-on previews of upcoming games.

PIKA, PIKA, PIKACHU!

Talking to the animals may have seemed like a fantasy in "Dr. Doolittle", but Nintendo brings the fantasy to life with the first voice recognition software for the N64—Hey You, Pikachu! The lovable Pokémon responds to messages spoken into a microphone, which is included in the package. You and Pikachu may share treats, visit several locations and undertake cooperative tasks such as fishing or babysitting Caterpie. The more you and your Pokémon pal interact, the closer you and Pikachu will grow as friends. Since Hey You, Pikachu! is designed for a young audience, it won't be much of a challenge for older players. In fact, Hey You, Pikachu! is less a game with goals and adventures than it is a virtual world where kids get to explore with a Pokémon friend. Other Pokémon characters, such as Professor Oak, Venusaur, Magikarp and Butterfree, appear in the virtual world, but Pikachu is your main focus. When text messages pop up on screen, prompting you to give Pikachu a command, you must speak into the microphone, saying an appropriate word. For instance, in one practice scenario, Pikachu needs to knock a rosebud from a tree. If you say the word, "Thunderbolt," Pikachu will zap the tree and recover the flower. It may sound simple, but the microphone and voice recognition software are sensitive to background noise and the pitch of different voices. Some people seem to have better luck making Pikachu understand them than others. We suspect that such people are future Pokémon Masters.

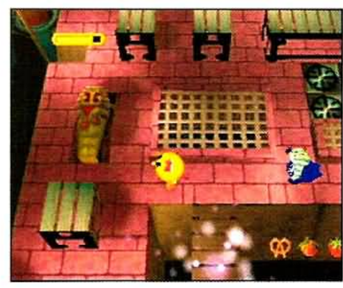




MS. PAC-MAN GOES MAD

Years ago, Namco tried to update Pac-Man by placing the round, yellow hero in a couple of Super NES games—Pac-In-Time and Pac-Man 2: The New Adventure. Neither game captured the sense of frantic fun of the arcade classic. Namco is trying again this fall with Ms. Pac-Man Maze Madness, and this time we think Namco has hit the mark. Ms. Pac-Man appears in 3-D, scurrying along pathways, opening up doors with keys, gobbling up yellow energy balls and avoiding or eating enemies. On each pathway you'll find obstacles, puzzles, enemies and advice from Professor Pac. Fans of the original arcade games will appreciate the care that Namco took to recreate the feel of the arcade action while updating the graphics and adding new dimensions of interaction. Newcomers to Ms. Pac-Man will simply love the fun gaming.





SIN AND PUNISHMENT AT SPACE WORLD 2000



When we played Nintendo's Sin and Punishment recently at Space World 2000, we got quite a shock. The N64 shooter turned out to be one of the unexpected hits of the show. Combining 3-D anime characters with unceasing action, Sin and Punishment pushes almost all of the right gaming buttons. The three main characters are forced along a set track, but they still have lots of movement options and powerful weapons for blasting the waves of Rufian attackers. You can move the heros sideways and jump to avoid enemies using the C Buttons, all the while aiming their weapon cursors using the Control Stick. The futuristic levels through which you move contain obstacles, moving platforms, bonus objects and minibosses. There are even some sidescrolling areas. As for the original story, it's pretty standard sci-fi stuff: mankind creates new creatures to be food, new creatures mutate and start eating mankind, teen heroes armed with puny blasters destroy mutants and save mankind. But who cares what the story is if the action is this good? Sin and Punishment will launch in Japan this month. No plans have been made yet for a North American release. Cross your fingers.





BANJO THE BEAUTIFUL

The release date for Banjo-Tooie may have bounced around like a beach ball over the past six months, but Rare's N64 sequel to the 1998 hit, Banjo-Kazooie, has been like a rock when it comes to performance and fun. Banjo-Tooie might be the surprise hit of the year, and this month we've got a gallery of reasons to show you why that might happen. When it comes to variety of play, gaming challenges and incredible graphics, no game on the schedule except Majora's Mask comes anywhere close to B-T. By November 20th, you should be prepared to embark with the bear and bird.





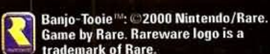








Banjo and Kazooie are in Rare form.



Pak Peeks

What's breaking in the world of games.

Aladdin Steals the Show

Ubi Soft's run of quality Game Boy Color titles just keeps getting longer and longer. The latest library entry is the GBC version of **Disney's Aladdin**. The production quality of Aladdin, from graphics to music,


Disney's Aladdin

places the game in the must-see category. As for the action, it's a challenging mix requiring both dexterity and fighting skills. As our Disney article shows, the Big D is on a roll this year, and Disney's Aladdin won't slow it down.

Red Storm at Night, Ubi's Delight

Ubi Soft recently announced the purchase of Red Storm, the publisher of Rainbow Six for the N64 and GBC and the upcoming versions of **Roswell Conspiracies** for N64 and Game Boy Color. Best-selling author Tom Clancy and others founded Red Storm, based in North Carolina. As part of


Roswell Conspiracies

the transaction, Clancy entered into a new exclusive, long-term license and endorsement agreement with Red Storm and Ubi Soft for all video and computer gaming platforms and products. Based on the new animated TV series, Roswell Conspiracies deals with aliens who disguise themselves as mythical monsters such as werewolves and vampires. Players take on the roles of Nick Logan and Sh'Lainn Blaze, agents for the Alliance that tracks down the alien marauders. The Game Boy Color title to be released this fall features overhead views and large, intricate worlds.

Devil in the Details

Yet another Ubi Soft license in the news is **Little Nicky**—a Game Boy Color title based on Adam Sandler's upcoming movie of the same name. Nintendo Power received an early demo of the game. It was


Little Nicky

just a walk-about version without enemies, but it demonstrated the sidescrolling nature of the action title, not to mention the rather menacing graphics. The story involves Nicky, who is the son of the Devil, going to New York to restore the balance between good and evil. It's too early to say how good either the game or movie will be, but it's safe to say that both will be BIG.

Alone with a Game Boy Color

Infogrames has been working quietly on **Alone in the Dark** for GBC for some time and with amazing results. "Most people take a look at the screen shots and think they're from an N64 game," said Meridith Braun, PR specialist at Infogrames. She's right. We looked at them and did a double take. Alone in the Dark was a major hit in


Alone in the Dark

the PC market where 3-D horror games have been an important genre since the release of The 7th Guest. Alone in the Dark is based on the writings of H.P. Lovecraft. The player takes on the role of a detective exploring the mysterious death of Jeremy Hartwood in an evil mansion in Louisiana. For the sake of horror fans, we hope Alone in the Dark comes out by Halloween.

EA Steps out of the Ring

If you ever thought that it was safe to be outside the ring at a professional wrestling match, think again. EA Games has taken the action out of the squared circle and put it in the bathroom (and six other locations) in **WCW: Backstage Assault**. Including 50 of the WCW stars—Goldberg, Sting and Vampiro to name a few—Backstage Assault adds hazards like steam and fire, weapons including lead pipes, two-by-fours and bathroom sinks, and a mix of other tempt-


WCW: Backstage Assault

ing options such as the ability to bounce off tires or jump off crates to flatten your opponent. EA plans to let this N64 brawler out of the door in December.

Game Boy Color Central

There's plenty of news coming out of GBC development studios this month and lots of screen shots to show you. **M&M's Mini's Madness** from Hasbro Interactive features the candy-covered chocolates that melt in your mouth, not in your Game Boy.

COMING SOON

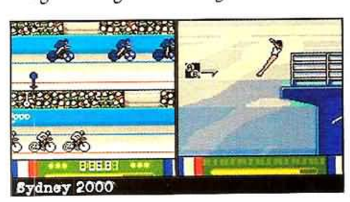
The action is strictly platform stuff as the M&Ms try to collect their scattered candy friends. In **Galaxian**, Hasbro brings back a classic arcade space shooter. Galaxian GBC captures the flavor of the original and adds more variety to the play and sophistication to the graphics. **NASCAR Racers** from Hasbro is a surprise and a half—a top view GBC racer with excellent play control and graphics.

Barbie, Magic Genie Adventure from Mattel Interactive is a surprising entry in


Barbie, Magic Genie Adventure

the Barbie family of games. Players take on the role of Genie Barbie as she flies on her magic carpet, exploring a world filled with characters and puzzles. The game is non-violent, and it doesn't have anything to do with fashion for a change. Finally, a game that gives Barbie fans something fun to do! Our hats are off to Mattel and the development team at Vicarious Visions. **Rescue Heroes Fire Frenzy**, also from Mattel and Vicarious Visions, features lots of voice dialogue, simple rescue games and bonuses to reward the success of the young players who will find the game appealing. Here's another nod to Mattel and VV.

As the Olympics wind up in Australia, Eidos and an unnamed publisher plan to bring the Olympic experience home to owners of Game Boy Color with **Sydney 2000**. The Game Pak includes 12 Olympic events: Cycling, Diving, Hammer, High Jump, 110 Meter Hurdles, Javelin, Kayak, Skeet Shooting, 100 Meter Sprint, 100 Meter Freestyle, Triple Jump and Weight Lifting. Go for the gold!


Sydney 2000

Paper Mario


Nintendo

Galaxian



Hasbro

Mickey's Speedway USA


Nintendo

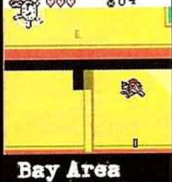
Animorphs


Ubi Soft

Merlin


EA Games

Powerpuff Girls


Bay Area Multimedia

PAK WATCH

RELEASE FORECAST

FALL 2000

NINTENDO 64	GAME BOY COLOR
AIDYN CHRONICLES: THE FIRST MAGE	DONKEY KONG COUNTRY
BANJO-TOOIE	DRAGON'S LAIR
BATMAN BEYOND	GALAXIAN
CRUIS'N EXOTICA	GAUNTLET LEGENDS
DISNEY'S DONALD DUCK	HARVEST MOON 2
HERCULES: THE LEGENDARY JOURNEYS	HERCULES
HEY YOU, PIKACHU!	INSPECTOR GADGET
MEGA MAN 64	LITTLE NICKY
MICKEY'S SPEEDWAY USA	LOONEY TUNES COLLECTOR: ATTACK!
MS. PAC-MAN MAZE MADNESS	M&M'S MINI'S MADNESS
POWER RANGERS LIGHTSPEED RESCUE	MAT HOFFMAN'S PRO BMX
READY 2 RUMBLE 2	MATCHBOX EMERGENCY PATROL
ROSWELL CONSPIRACIES	MEGA MAN X
SAN FRANCISCO RUSH 2049	MERLIN
SEA-DOO HYDROCROSS	NASCAR RACERS
SPIDER-MAN	POKéMON PUZZLE LEAGUE
SYDNEY 2000 OLYMPICS	POWERPUFF GIRLS
WCW: BACKSTAGE ASSAULT	POWER RANGERS LIGHTSPEED RESCUE
THE WORLD IS NOT ENOUGH	RESCUE HEROES FIRE FRENZY
ALIENS	RETURN OF THE NINJA
ALONE IN THE DARK	ROBIN HOOD
AMF BOWLING	RUGRATS IN PARIS
ARMY MEN: AIR ATTACK	THE SIMPSONS
BARBIE MAGIC GENIE ADVENTURE	SAN FRANCISCO RUSH
BATMAN: TOTAL CHAOS	SUZUKI ALL-STAR EXTREME RACING
BUFFY THE VAMPIRE SLAYER	SYDNEY 2000 OLYMPICS
CASTLEVANIA II	T-TEX
CHAMPIONSHIP MOTOCROSS 2001 FEATURING RICKY CARMICHAEL	TYCO R/C RACIN' RATZ
CHICKEN RUN	TERRITORY
DAIKATANA ADVENTURE	WALT DISNEY'S THE JUNGLE BOOK
DINOSAUR'US	WHO WANTS TO BE A MILLIONAIRE?
DISNEY'S ALADDIN	WORLD DESTRUCTION LEAGUE
DISNEY'S DONALD DUCK	THE WORLD IS NOT ENOUGH
DISNEY/PIXAR'S BUZZ LIGHTYEAR OF SPACE COMMAND	WWF: NO MERCY
	X-MEN: MUTANT WARS
	XENA

FUTURE

NINTENDO 64	GAME BOY COLOR
CONKER'S BAD FUR DAY	LUFIA: THE BEGINNING OF A LEGEND
DINOSAUR PLANET	METAL WALKER
EARTHBOUND 64	POCKET SOCCER
ETERNAL DARKNESS	TONIC TROUBLE
PAPER MARIO	ZELDA: TRIFORCE SERIES (2 TITLES)
RIQA	
CRUSADERS OF MIGHT & MAGIC	

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 138, November 2000

Hey You, Pikachu!



Next month we get up close and personal with the electric star of stage and screen, Pikachu, as we review the chatty new voice-recognition adventure, Hey You, Pikachu! The game is an innovative way to interact with Pokémon, and it will definitely have people talking.

The Legend of Zelda: Majora's Mask, Part 2



We're chilling with Gorons next month as our coverage of The Legend of Zelda: Majora's Mask continues. The Gorons need help with their wintry woes, and Link and Nintendo Power are up to the task.

Mickey's Speedway USA



It's a Rare treat this November as Mickey's Speedway USA speeds into the pages of Nintendo Power. We have enough info to get you across the country—and the finish line.

Disney's Donald Duck

Donald Duck may be in a fowl mood, but you won't be when you check out our review of Disney's Donald Duck, Ubi Soft's tribute to the web-footed wonder.



N64

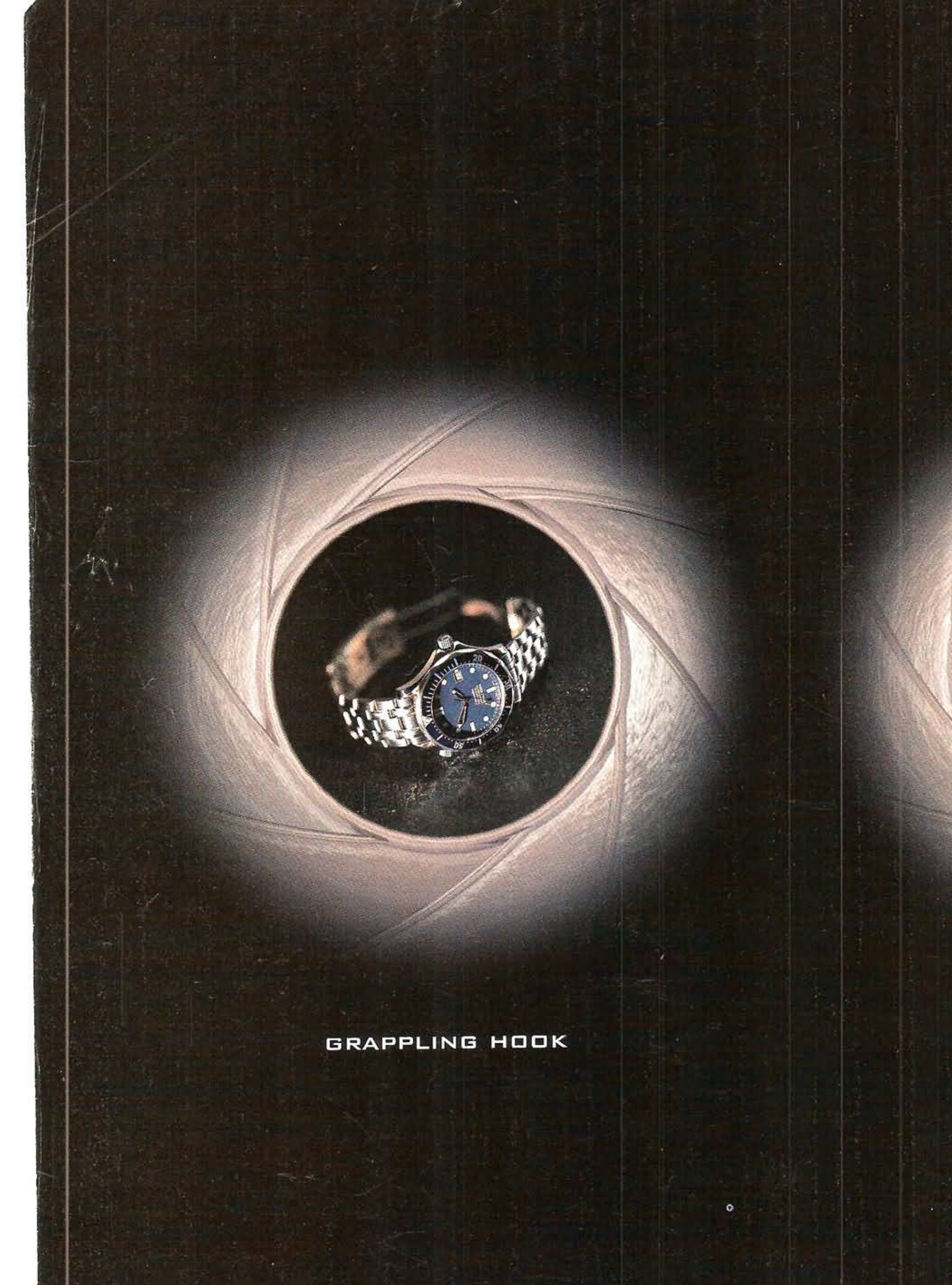
1. A Bug's Life
2. All-Star Baseball 2001
3. Armorines: Project S.W.A.R.M.
4. Army Men: Air Combat
5. Army Men: Sarge's Heroes
6. Banjo-Kazooie
7. Bassmasters 2000
8. BattleTanx
9. BattleTanx 2: Global Assault
10. Battlezone 64: Rise of the Black Dogs
11. Beast Wars: Transmetals
12. Beetle Adventure Racing
13. Blues Brothers 2000
14. Body Harvest
15. Bomberman 64: The Second Attack!
16. Brunswick Circuit Pro Bowling
17. Buck Bumble
18. Bust-a-Move '99
19. California Speed
20. Carmageddon 64
21. Castlevania
22. Castlevania: Legacy of Darkness
23. Chameleon Twist 2
24. Charlie's Blast Territory
25. Chopper Attack
26. Command & Conquer
27. Cruis'n USA
28. Cruis'n World
29. CyberTiger
30. Daikatana
31. Destruction Derby 64
32. Diddy Kong Racing
33. Disney's Tarzan
34. Donkey Kong 64
35. Doom 64
36. Duke Nukem: Zero Hour
37. Earthworm Jim 3-D
38. ECW Hardcore Revolution
39. Elmo's Letter Adventure
40. Elmo's Number Journey
41. Excitebike 64
42. F-1 World Grand Prix
43. F-Zero X
44. FIFA '99
45. Fighter Destiny 2
46. Fighting Force 64
47. 40 Winks
48. Gauntlet Legends
49. Gex 3: Deep Cover Gecko
50. Glover
51. Goemon's Great Adventure
52. GoldenEye 007
53. Harvest Moon 64
54. Hot Wheels Turbo Racing
55. Hybrid Heaven
56. Hydro Thunder
57. Indy Racing 2000
58. In-Fisherman Bass Hunter 64
59. International Superstar Soccer 2000
60. International Track & Field 2000
61. Jeremy McGrath Supercross 2000
62. Jet Force Gemini
63. Kirby 64: The Crystal Shards
64. Knockout Kings 2000
65. The Legend of Zelda: Ocarina of Time
66. LEGO Racer
67. Lode Runner 3-D
68. Looney Tunes: Duck Dodgers Starring Daffy Duck
69. Madden NFL 2000
70. Madden NFL 2001
71. Magical Tetris Featuring Mickey
72. Mario Golf
73. Mario Kart 64
74. Mario Party
75. Mario Party 2
76. Mario Tennis 64
77. Micro Machines 64 Turbo
78. Mission: Impossible
79. Monaco Grand Prix
80. Monopoly
81. Monster Truck Madness 64
82. Mortal Kombat 4
83. Mortal Kombat Trilogy
84. Mystical Ninja Starring Goemon
85. NAMCO Museum 64
86. NASCAR 2000
87. NBA Courtside 2 Featuring Kobe Bryant
88. NBA in the Zone 2000
89. NBA Jam 2000
90. NBA Live 2000
91. NBA Showtime
92. The New Tetris
93. NFL Blitz 2000
94. NFL Quarterback Club 2001
95. NHL Blades of Steel '99
96. NHL Breakaway '99
97. NHL '99
98. Nuclear Strike 64
99. Off-road Challenge
100. Paperboy 64
101. Penny Racers
102. Perfect Dark
103. PGA European Tour
104. Pokémon Puzzle League
105. Pokémon Snap
106. Pokémon Stadium
107. Quake II
108. Quest 64
109. Rainbow Six
110. Rally Challenge 2000
111. Rampage 2: Universal Tour
112. Rat Attack!
113. Rayman 2: The Great Escape
114. Ready 2 Rumble Boxing
115. Resident Evil 2
116. Re-Volt
117. Ridge Racer 64
118. Road Rash 64
119. Roadsters
120. Rocket: Robot on Wheels
121. Rugrats Scavenger Hunt
122. Rush 2: Extreme Racing
123. San Francisco Rush: Extreme Racing
124. Shadow Man
125. Shadowgate 64: Trials of the Four Towers
126. Snowboard Kids 2
127. South Park
128. South Park: Chef's Luv Shack
129. South Park Rally
130. Space Invaders
131. Space Station Silicon Valley
132. Starcraft 64
133. Star Fox 64
134. Star Wars: Episode I: Racer
135. Star Wars: Rogue Squadron
136. Star Wars: Shadows of the Empire
137. Starshot: Space Circus Fever
138. Stunt Racer 64
139. Super Bowling
140. Super Mario 64
141. Super Smash Bros.
142. Supercross 2000
143. Superman
144. 1080° Snowboarding
145. Tonic Trouble
146. Tony Hawk's Pro Skater
147. Top Gear Overdrive
148. Top Gear Rally 2
149. Top Gear Hyper-Bike
150. Toy Story 2
151. Triple Play 2000
152. Turok: Dinosaur Hunter
153. Turok: Rage Wars
154. Turok 2: Seeds of Evil
155. Turok 3: Shadow of Oblivion
156. Twisted Edge Snowboarding
157. Vigilante 8: 2nd Offense
158. V-Rally Edition '99
159. WCW Mayhem
160. WCW Nitro
161. WCW/nWo Revenge
162. WinBack: Covert Operations
163. Wipeout 64
164. World Driver Championship
165. Worms: Armageddon
166. WWF Attitude
167. WWF War Zone
168. WWF WrestleMania 2000
169. Xena: Warrior Princess: The Talisman of Fate
170. Yoshi's Story

Game Boy

171. All-Star Baseball 2001
172. Armorines: Project S.W.A.R.M.
173. Army Men
174. Austin Powers: Oh Behave!
175. Austin Powers: Welcome to My Underground Lair
176. Asteroids
177. Azure Dreams
178. Battleship
179. Battle Tanx
180. Billy Bob's Huntin' 'n' Fishin'
181. Bionic Commando: Elite Forces
182. Blaster Master
183. Boarder Zone
184. Bomberman Max: Blue Champion
185. Bomberman Max: Red Challenger
186. Bubble Bobble Classics
187. Bugs Bunny: Crazy Castle 4
188. Bust-a-Move 4
189. Caesar's Palace II
190. Casper
191. Castlevania Legends
192. Catwoman
193. Crystalis
194. Deer Hunter
195. Disney's Beauty and the Beast
196. Disney's Dinosaur
197. Disney's Tarzan
198. Donkey Kong Land
199. Donkey Kong Land 2: Diddy's Kong Quest
200. Donkey Kong Land 3
201. Dragon Warrior I&II
202. Dragon Warrior Monsters
203. Duke Nukem
204. Earthworm Jim: Menace 2 the Galaxy
205. FIFA 2000
206. Final Fantasy Adventure
207. Final Fantasy Legend
208. Final Fantasy Legend II
209. Final Fantasy Legend III
210. Frogger
211. Game & Watch Gallery 3
212. Gex 3: Deep Pocket Gecko
213. Grand Theft Auto
214. Gobs of Games
215. Gold & Glory: The Road to El Dorado
216. Harvest Moon GB
217. Hello Kitty's Cube Frenzy
218. Heroes of Might & Magic
219. James Bond 007
220. Ken Griffey Jr.'s Slugfest
221. Kirby's Dream Land 2
222. Klax
223. Knockout Kings
224. Legend of the River King
225. Legend of the Sea King
226. The Legend of Zelda: Link's Awakening DX
227. Lil' Monster
228. Looney Tunes Collector: Alert!
229. Madden NFL 2000
230. Magical Tetris Challenge
231. Mario Golf
232. Matchbox Caterpillar Construction Zone
233. Mega Man V
234. Metal Gear Solid
235. Metroid II: The Return of Samus
236. Mickey's Racing Adventure
237. Micro Machines 1 & 2: Twin Turbo
238. Microsoft Puzzle Collection
239. Mission: Impossible
240. Monster Rancher Battle Card GB
241. Mortal Kombat 4
242. Motocross Maniacs 2
243. Ms. Pac-Man Special Color Edition
244. NBA 3-on-3 Featuring Kobe Bryant
245. NBA Showtime
246. NFL Blitz 2000
247. NHL Blades of Steel 2000
248. Oddworld Adventures 2
249. Pac-Man Special Color Edition
250. Perfect Dark
251. Pokémon
252. Pokémon Pinball
253. Pokémon Trading Card Game
254. Polaris SnoCross
255. Pong: The Next Level
256. Power Rangers Lightspeed Rescue
257. Puchi Carat
258. Rampage 2: Universal Tour
259. Rayman
260. Ready 2 Rumble Boxing
261. Roadsters Trophy
262. Ronaldo V-Soccer
263. R-Type DX
264. Shadowgate Classic
265. Smurf's Nightmare
266. Space Invaders
267. Star Wars: Episode I: Racer
268. Super Mario Bros. Deluxe
269. Super Mario Land
270. Super Mario Land 2: 6 Golden Coins
271. Survival Kids
272. Tetris Attack
273. Tetris DX
274. Tiger Woods PGA 2000
275. Titus the Fox
276. Tomb Raider
277. Toobin'
278. Toonsylvania
279. Top Gear Pocket 2
280. Towers: Lord Baniff's Deceit
281. Toy Story 2
282. Turok: Rage Wars
283. Uno
284. Vigilante 8
285. VR Sports Powerboat Racing
286. Wacky Races
287. Wario Land: Super Mario Land 3
288. Wario Land 2
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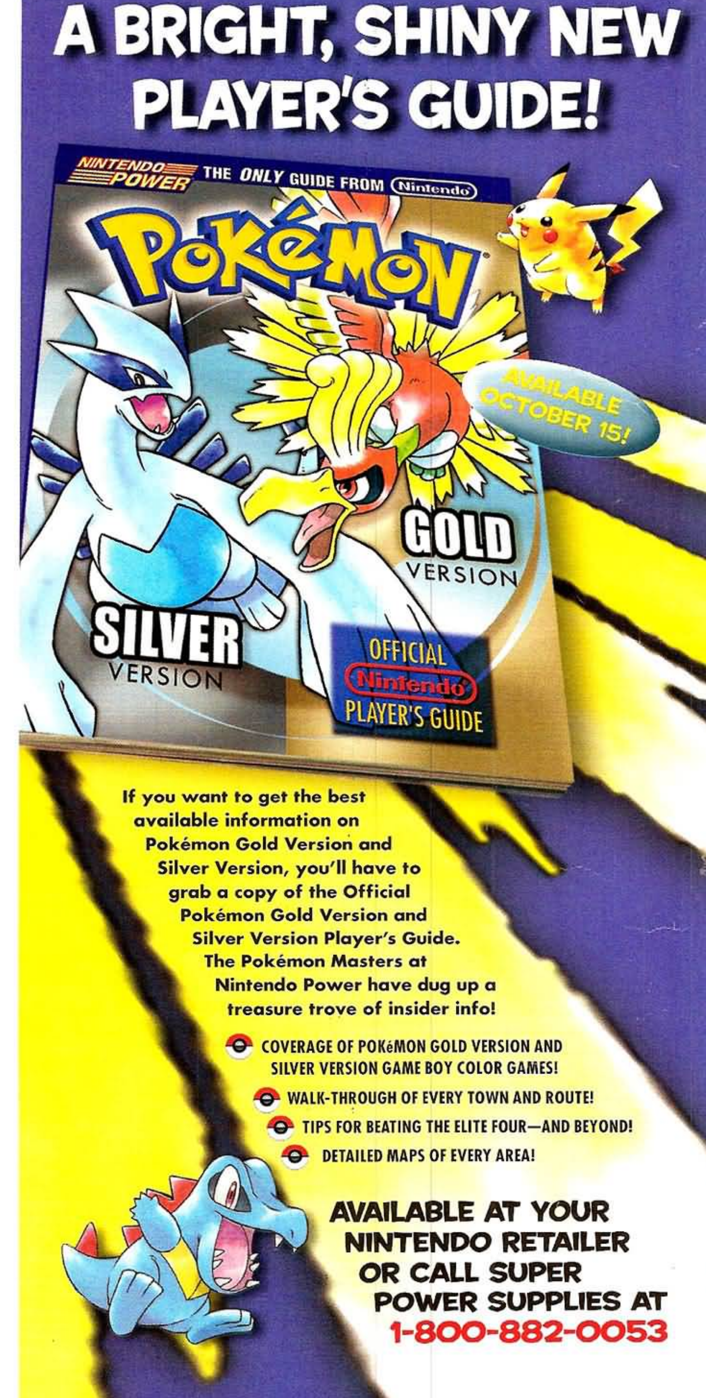
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